The Isofarian Guard
Campaign 5

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Campaign Overview & Setup

Campaign 5 begins with the full party of The Isofarian Guard in Fort Istra. Dunamis has warned that the final battle is at hand, and that soon the company will march on occupied Razdor.

Before the battle begins preparations must be made. Once the narrative begins in this final campaign the 'Exploration Phase' will no longer be available. This means if you would like to finish any uncompleted Bounty Quests, Caravan Quests, Puzzle Quests, or Side Quests, now is the time to do so. Additionally, any progress in rebuilding Fort Istra or completing objectives at the Fort must be done before starting the first scene of the Campaign.

If you would like to complete any content now, choose the two Guards required for the quest (Quests from each Campaign must be completed with the Guards from that Campaign), and begin the exploration phase from the 'Fort Istra Courtyard'. When setting up the two Guards, reference the 'End of Campaign' sheets in the Fort Istra and Save Index Book. The listed equipment and stats will be used to begin Campaign 5. If the Guards' Skill Trees were not finished you may also complete them during this time.

Note that all of this is optional, and you may choose to begin the narrative for Campaign 5 if you would like.

At certain points of the Campaign the Fort Istra Stash will be available to utilize the inventory of the Guards. At this time, compile the contents of the Fort Istra Stash from the first 4 Campaigns and fill out the Campaign 5 Stash on the next few pages. When filling out the Stash you will be limited by the checkboxes next to each entry. When you are ready to begin the narrative return to the Fort Istra Courtyard.

Place a narrative chip on Fort Istra: Courtyard. Begin exploration phase.

Upon arrival at Fort Istra: Courtyard, place Grigory/Alek miniature (or bust chips) on Fort Istra: Courtyard, and setup both Guards' Dashboards. Any contents from the Fort Istra Stash can be used to equip the Guards. Use the 'End of Campaign' information in the Fort Istra and Save Index Book to setup their chip bags. Proceed to page 6 and begin Chapter 1!

Fort Istra Stash - Campaign 5

Fort Istra Stash

The inventory from all previous Campaigns is stored in this section. When filling out the Stash you will be limited by the checkboxes next to each entry. **Speaking Stone Cards stored in the Fort Istra Stash have no limit. Simply write the quantity in the box. However, the maximum amount of Speaking Stone Cards that can be equipped at one time is still four (physical component count).**

The Fort Istra Stash stores inventory not currently held by the Guards. When visiting Fort Istra you may choose to store any cards that are in the Guards' satchel slots in the Stash. Stored cards are returned to the supply, and then recorded in this index. You may also store Sil currently held by the Guards.

How to Use:

Move the Guards to any node within Fort Istra. To store cards in the Stash, remove the cards from the Guard's satchel slot and return it to the supply. Then record the numerical value in this index for the current Campaign by marking the boxes with an "X". When removing cards from the Stash, modify the recorded numerical value in this index and place the card back in the Guard's satchel slot.

To store Sil in the Stash, reduce the Sil value on the Sil Dual Dial, and record the numerical value in this index. When removing Sil from the Stash, modify the numerical value in this index and adjust the Sil Dual Dial accordingly.

When using actions at other Fort Istra buildings the cards and Sil stored at the Stash are available for use. When this happens modify the numerical value in the Stash.

How to Use during Campaign 5:

The narrative will direct you to the Fort Istra Stash during certain points in the narrative. At those times you may freely access the inventory stored in the Stash.

Example:

Sil 65

Harvesting

Pine	X X
Rosewood	
Ash	X
Autumn Blaze	
Dogwood	
Cedar	X X X
Cherry	
Ancient Oak	

Fort Istra - Index - Stash - Campaign 5

Sil

Harvesting

- Pine
- Rosewood
- Ash
- Autumn Blaze
- Dogwood
- Cedar
- Cherry
- Ancient Oak

Mining

- Iron Ore
- Silver Ore
- Gold Ore
- Agate Ore
- Crystal Ore
- Diamond Ore

Enemy Drops

- Metal Fragments
- Wolf Pelt
- Bone Fragments
- Feathers
- Animal Hide
- Bear Pelt
- Claw
- Rough Leather
- Horn
- Spines
- Scales
- Carapace
- Tenebris Shards
- Tenebris Skull

Items

- Aged Drink
- Amethyst Trout
- Barrier Tonic
- Bottled Courage
- Clayhorn Steak
- Coastal Bluecaps
- Cooked Fish
- Dusk Tuna
- Emerald Koi
- Falmundian Rosehips
- Foxtail Carp
- Golden Potato
- Health Potion
- Invigorating Potion
- Midnight Hydrangea
- Mir Bread
- Purifying Dust
- Purifying Seed
- Raven's Beak Flask
- Ruinous Dust
- Ruinous Seed
- Ryba Blue Fins
- Smoke Bomb
- Spicy Stew
- Tent
- Zoya's Elixir

Accessories

Fort Istra - Index - Stash - Campaign 5 - Continued

Weapons

Armor

Speaking Stones

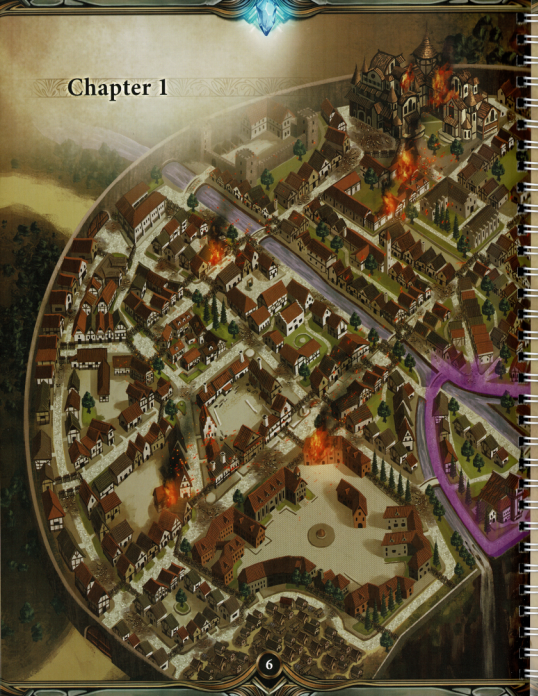
- Adamant
- Ancient Roots
- Aquamarine
- Aventurine
- Black Diamond
- Carnelian
- Coral
- Diamond
- Garnet
- Gold
- Jacinth
- Jade
- Lapis Lazuli
- Obsidian
- Onyx
- Orichalcum
- Pearl
- Peridot
- Rainbow Obsidian
- Star Fragment
- Star Quartz
- Topaz

Tools

- Wood Chopping Axe
- Pickaxe
- Fishing Pole
- Master Angler
- Expanded Satchel

Stash Notes

Chapter 1



Chapter 1:1 Fort Istra: Courtyard - Grigory

You wake to the warbling song of two lovebirds. Strange, you think. You had expected thunder and torrents of rain. Instead, the sky is clear, rendered pink with the sunrise, and the grass glistens as the last of the evening fog fades. You remind yourself that the morning, however beautiful, will soon bring with it death and destruction. At best, the day will end with ceremonies to mourn the fallen. At worst, your army will be wiped out in its entirety and darkness will forever reign over Telios.

A few soldiers near your tent laugh as they cook their breakfast over an enormous campfire. Their cheerfulness on the eve of battle somehow puts you in a foul mood.

"Well look who decided to wake up!" Alek announces, handing you a tin plate of cooked eggs and sausage. "Don't worry, you haven't missed anything. We decided not to start the battle without you."

"You're feeling chipper this morning," you snap as you stir your eggs with your fork. The words come out harsher than you had intended.

For once, Alek has no witty retort. He seems genuinely surprised and concerned. "Are you… are you alright?"

"To be honest, I'm not certain," you admit.

"You should eat," Alek insists. "You'll need your strength."

You stare down at your breakfast, but a sudden sense of dread makes your stomach churn. "Gather the troops," you say. "Break down the camp. We should be ready to leave within the hour."

"Already been taken care of." Alek explains. "Everyone is gathering in the courtyard. I thought you'd want to say a few words before we march on Razdor."

"I'm not certain what to say. I have no idea what we're up against—or even if this is a war we can win."

"It's a war we *must* win," Alek reminds you. "The words themselves don't matter. They need your courage, more than anything. They need to feel inspired."

You nod grimly and lay your plate in the grass, your breakfast left untouched. Wandering into the courtyard, you climb atop a broken marble pillar near where your troops have gathered.

You stare out into a sea of now familiar faces. The army has already split itself into the three divisions that will take Razdor. Alek and Tabitha stand at the head of your division, consisting of the Mir Militia and fighters recruited from Strofa and Ryba. You spot Cid, the harbormaster, Rolan, and Avraam among them. Catherine, Yury, and Cephas stand next to Captain Fyodor and the Tumani, who are eager to prove their worth. Kharzin and Vera are surrounded by more volunteers from across Isofar, as well as the Fylakes - the elite Guard from Koros. Pavel and Yana stand alone. They will not lead any troops into battle, but only because they have their own special assignment.

Staring out into the crowd and seeing the faces of your allies changes something inside of you, lifting your spirits. You're inspired by their strength and their courage.

"Look around," you say, and the chatter from the crowd gradually dies down. "Look at the faces of the people next to you. You will see soldiers and farmers, Isofarians and Tumani, warriors from Koros and members of the Mir militia. There are some in this crowd you may have once considered enemies. Today, they are your brothers and sisters in arms. Your life depends on them, and their lives depend on you. Today, we fight not for any one nation but for all of Telios. You would not be here if you did not already realize what was at stake. King Karst is dead, Silny is emptied of its people, and now Razdor has fallen. Yet, we persist. We are more than a country now. We are Stonebound, and we fight for the Voice! We are the bulwark against the darkness. Stand firm and stand tall. Victory is at hand!"

"For the King!" Alek shouts, and a cry goes up from the assembled crowd.

"The King! The King! The King!" they chant.

You feel a fire burn within you, and you thrust your sword into the air, a gesture that receives cheers from the crowd. Horns sound as you and Alek mount your clayhorns and lead the assembled troops toward the gate.

Move the Guards to Occupied Razdor: Northwest Gate (Mini-Map). Proceed to page 8, and read Chapter 1:2.

Chapter 1:2 Occupied Razdor: Northwest Gate - Alek

As you approach the Northwest Gate, corrupted archers launch volley after volley of arrows from the city's walls. One strikes the soldier standing next to you, and he slumps backward into the arms of his comrades.

"Shields up!" Grigory shouts back to the troops. As the arrows rain down, they lift their shields over their heads, roaring loudly as they charge toward Razdor.

Most of the arrows miss their mark, sinking harmlessly into the mud, but wherever the arrows land, sludge-like tentacles rise from the ground and grab at anyone nearby.

"Cid, look out!" you shout, as one of the tentacles wraps itself around the harbormaster's legs, pulling him to the ground. Avraam hacks the sludge to pieces, freeing Cid, but all through the field of battle, soldiers struggle as they are ensnared and dragged through the mud.

"Keep going!" Grigory shouts. "Charge the gate!"

A group of soldiers carrying a battering ram presses forward, surrounded by shield bearers. They charge through a hail of arrows and repeatedly slam their wooden beam against the gate. It's not long before the gate begins to buckle and splinter. One final heave, and the gate is forced open, only for a swarm of Tenebris monsters to pour out, flooding the field of battle.

Battle Event - AMBUSH

Place a '4 Star - Metal Eater' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Tenebris Clayhorn' and AI deck on an enemy dashboard in slot III of the battlefield. Place a '4 Star - Tenebris Drakondor' and AI deck on an enemy dashboard in slot IV of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:2 - Victory*.

Chapter 1:2 - Victory

The skirmish is long and bloody, but by the end of it, you've secured the gate. Many of the corrupted soldiers fall back, making their way to Fort Razdor.

"Stay here," Grigory tells Cid. "Take whatever men you need to hold this gate."

Cid nods solemnly. "No one will pass except by your command."

"What about civilians fleeing the city," Avraam asks. "Shouldn't they be allowed to pass?"

Grigory nods. "Make sure they get to safety," he tells Cid, "but check for signs of corruption. The enemy may use subterfuge to catch us by surprise."

"The rest of you, with me!" Grigory shouts. "We must take Fort Razdor to secure our flank!"

As you cross the bridge leading to Fort Razdor, you can't help but glance downriver. An enormous purple barrier has formed around the Waterfall District and Town Hall. "Grigory, look."

"I see it," he says. "Some sort of barrier. I'm not certain how we're going to bring it down, but we can only solve one problem at a time."

Grigory raises his sword and points to Fort Razdor. "For Telios!" he shouts.

There is a loud cry as the army crosses the river, ready for whatever threat might await them. "For Telios!" they chant. "For Telios! For Telios!"

Move the Guards to Occupied Razdor: Fort Razdor. Proceed to page 9, and read Chapter 1:3.

Chapter 1:3 Occupied Razdor: Fort Razdor - Grigory

After years of peace, Fort Razdor has become lax in its security. Over time, homes have been built up adjacent to the fort, some even "borrowing" stones from the fort's own walls. The once iconic iron gates have long since been replaced by flimsy wooden doors that crack easily against the force of your assault. Unfortunately, the fort's guardians are not so easily overcome. Mad with rage, the half-crazed Tenebris soldiers swarm from the fort like wasps from a hive.

Battle Event

Place a '4 Star - Corrupted Soldier' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +2 ATK, +1 DEF, and +6 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:3 - Victory* below.

Chapter 1:3 - Victory

The bodies of the corrupted soldiers sizzle and hiss as they melt into the ground. Your soldiers pass into the fort, manning its walls and raiding the armory.

"Grigory! Over here!" you hear a voice shout. In the distance, you see Avraam waving you toward a set of enormous iron cages that hang from wooden scaffolding in the corner of the yard. Inside, you discover a few half-starved soldiers. They show no signs of corruption.

"Release them," you say, and a few of your soldiers happily smash the locks holding the prisoners captive.

"You are not free," you tell the prisoners. "Not yet. None of us will be until we defeat the darkness. If you are able, grab a sword and shield and help us liberate this land."

You are pleased to see that none of the freed prisoners decline your offer. They seem eager to line up and join the fight.

Leaving a small group behind to tend to the wounded, you lead the rest of your regiment back into the streets.

"What now?" Avraam asks.

"The river cuts the city in half, right down the middle," you explain. "Whoever controls the bridges, controls Razdor."

Move the Guards to Occupied Razdor: Stone Bridge. Proceed to page 10, and read Chapter 1:4.

Chapter 1:4 Occupied Razdor: Stone Bridge - Alek

A unit of corrupted soldiers awaits you on Stone Bridge. Many of their bodies have been reduced almost down to the bone, leaving chunks of flesh and armor hanging over their otherwise bare, skeletal frames. Others have grown so tall that they now tower over the surrounding homes. The flesh on their faces has peeled away, revealing skulls with black smoke pouring from their mouths and eyes as a fire burns incessantly at the back of their throats. Corrupted bears and wolves, leashed with iron collars and chains, stand ready to attack. Understandably, upon seeing these aberrations, even a few of your bravest soldiers hesitate, reluctant to press forward with the attack.

"They're half-dead already," you remind them, "time to finish the job!"

"For Telios!" Grigory cries, and the sound of his voice seems to embolden them. Your soldiers charge onto the bridge, crisscrossing their way through hastily constructed barricades.

One of the corrupted bears is set loose, carving a bloody path through your ranks. You and Grigory race forward, meeting the creature in battle.

Battle Event

Place a '4 Star - Tenebris Colossus' and AI deck on an enemy dashboard in slot I of the battlefield. **The Tenebris Colossus has +3 ATK, +2 DEF, and +14 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:4 - Victory*.

Chapter 1:4 - Victory

The corrupted bear topples over the bridge, splashing into the water below. You glance around. All of the other Tenebris soldiers, and their mutated pets, have been either destroyed or forced to retreat.

A Tenebris-corrupted Drakondor passes overhead, shrieking as it flies over the city and causing many of your soldiers to drop down to their hands and knees. It passes through the force field surrounding the Waterfall District with impunity.

"Is the barrier just an illusion?" Avraam asks.

"Perhaps," Grigory admits. "It's also possible that only the corrupted can pass through it. The one thing I know for certain is that the barrier is not there by chance. If we are looking for the source of our enemy's power, we'll find it in the Waterfall District."

"Onward!" he announces to the soldiers. "To the next bridge!"

Move the Guards to Occupied Razdor: Gate Bridge. Proceed to page 11, and read Chapter 1:5.

Chapter 1:5 Occupied Razdor: Gate Bridge - Grigory

You wind your way through the city streets until you reach Gate Bridge. You find that this bridge is more heavily fortified than the last. Enormous wooden beams have been sharpened and bound together tightly with rope, oil has been spilled out over the foot of the bridge and set on fire, and corrupted archers launch arrows indiscriminately from the other side.

As you approach the flames, Tenebris soldiers mounted on clayhorns weave through the barricades and leap over the flames, trampling your soldiers and cutting through your ranks.

Battle Event

Place a '4 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Tenebris Clayhorn' and AI deck on an enemy dashboard in slot III of the battlefield.

All enemies have +2 ATK over base stats.

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to page 12, and read Chapter 1:6.

Chapter 1:6 Occupied Razdor: Gate Bridge - Alek

Despite your enemy's defenses, you manage to force your way onto the bridge. Half of your troops have made it to the other side when the ground begins to shake. Glancing south, you watch as an enormous creature passes through the purple barrier, trudging toward you through the river. Suddenly, a fiery beam is unleashed from the giant's singular red eye, striking the bridge, and causing an explosion that sends dozens of soldiers into the water.

Avraam bravely slashes at the giant's foot with his sword. The creature bends down to pick him up, but Avraam manages to slip through his fingers, crawling up his arm onto his shoulder and driving his sword deep into the monster's thick neck. This proves little more than a nuisance, as the giant plucks him by the collar and throws him through the air. Avraam hits the side of a building and crashes down onto the street below.

You rush to your companion's side, but it is clear that he is out of the fight. Avraam's legs lie twisted beneath him and he moans softly.

"Help!" you shout. "We need to get Avraam out of here!"

More Tenebris monsters emerge from the streets and alleys, striking at your group from all sides, but the only thing you can focus on is Avraam.

"Avraam," you whisper. "Avraam, I'm sorry."

Grigory slashes a creature as it lunges towards you, and kicks another away. Slowly, a pocket forms around you and Avraam as more of your soldiers move up.

"You," Grigory points at a strong looking soldier. "Get Avraam back to the healers. The rest of you form up on me! We're going to take down this giant."

You nod grimly and follow Grigory into battle.

Unwrap the "Campaign 5 Bosses" deck now. Place the cards and their corresponding separators in the card index box. You may wait to place separators if desired to avoid spoiling the names of finale bosses.

Battle Event

Place 'Boss - Glaz' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:6 - Victory* below.

Chapter 1:6 - Victory

With a shrill cry of pain, the Tenebris monster slowly disintegrates, shedding thick dark flakes as its body is reduced to ash. As the creature dies, the force field surrounding the Waterfall District loses some of its luster, as if it were weakening.

A warm breeze whips the ashes of the giant into a cyclonic frenzy, temporarily obscuring your field of vision. The surviving Tenebris monsters scatter, retreating downriver.

"The bridge is ours," you announce.

Grigory surveys the destruction left in the battle's wake. More than half of the regiment has now died in the assault. You see his back stiffen, as if he were literally carrying the weight of that responsibility on his shoulders.

"They will not have died in vain," you assure him.

Suddenly, a horn sounds in the distance. The tone is hopeful—even triumphant.

"It's Catherine," you say. "It has to be!"

A blindingly bright light shines like a beacon from the top of the Seer's Tower.

Remove Grigory's and Alek's components from their dashboards, and return them to the supply.

SWITCH TO CATHERINE AND YURY

Any contents from the Fort Istra Stash can be used to equip Catherine and Yury. Use the 'End of Campaign' information in the Fort Istra and Save Index Book to setup their chip bags.

Place Catherine/Yury miniature (or bust chips) on Occupied Razdor: Northeast Gate. Proceed to page 14, and read Chapter 1:7.

Chapter 1:7 Occupied Razdor: Northeast Gate - Yury

It feels strange to be in command. You glance at the troops behind you. Some are from Ryba, Captain Fyodor among them, and some are Tumani. Most are also older than you—some even twice your age! Nervously, you glance at Catherine. She seems just as unsure of herself as you are.

"I've read a few books on military campaigns," she confides to you. "From what I understand, it's mostly a game of control. Whoever is able to control an ideal position will win the day. This tends to favor the defenders. Of course, there are a host of other issues like supplies, weather, terrain, and the morale of the soldiers. That last bit is something we have some control over. You might want to think of something to say that would lift their spirits."

"Me?!" you say. "Why don't *you* say something?"

Overhearing your debate, Captain Fyodor laughs. "You want to lift their spirits?" he asks. "Razdor is a wealthy city. Tell them they can plunder as much gold as they can carry so long as we win the war."

"That gold belongs to the people of Razdor," Cephas warns.

Before Catherine has a chance to lecture the captain on wartime ethics, the city gate creaks open, and an army of seers pours out of the city.

"Hold formation!" you shout, and you are somewhat surprised that your troops comply. Catherine's speaking stone starts to glow, radiating a brilliant white light, she raises her horn to her lips. As she sounds a single, majestic note, the seer's army falters in its charge.

"Forward!" you shout. In reply, your army belts out a deafening roar and advances into the enemy lines.

Battle Event

Place a '4 Star - Seer Acolyte' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +2 ATK, + 1 DEF, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:7 - Victory*.

Chapter 1:7 - Victory

You take minimal losses and manage to route the enemy. You notice a few of the retreating seers attempting to seal the gate. Your stone flashes, and you run as fast as your legs can carry you, slipping through the gate a split second before it snaps shut. Quickly dispatching the remaining enemies, you crank the gate back open. As your troops enter the city, they raise a cheer, and you bow like a stage actor completing a performance.

Catherine laughs. "It's not time for your curtain call just yet," she warns. "The battle is far from over."

Move the Guards to Occupied Razdor: Market. Proceed to page 15, and read Chapter 1:8.

Chapter 1:8 Occupied Razdor: Market - Catherine

The vendor stalls have been tipped over and trash has been piled up in heaps to form a circular wall at the center of the market. Wooden chairs, ladders, tables, and stones have all been added to the piles to reinforce the barrier. A few hundred citizens are trapped inside this fortress of garbage, guarded by zealots from the Circle of Seers.

When they see you, the prisoners rebel against their captors, pulling several of the zealots to the ground and pummeling them with their fists. You again place your horn to your lips and sound a single, triumphant note. Your troops race forward, joining the battle.

Battle Event

Place a '4 Star - Seer Zealot' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +2 ATK, + 2 DEF, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:8 - Victory* below.

Chapter 1:8 - Victory

The prisoners cheer as the last of the zealots flee.

"Thank you," a woman says. "They took most of the prisoners to the Tower District. I'm not sure what they had planned for us, but whatever it was, it wouldn't have been good. The guards kept picking out the strongest among us, said that they were looking for people who were 'worthy of the sacrifice.'"

"We'll free as many as we can," you assure her.

The civilians swarm out of their makeshift prison, making their way back towards the Northeast Gate.

"Wait…" Yury says. "Where are you going?" He grabs hold of one of them. "This is your city. Stay and fight!"

The man shrugs him off. "Are you crazy? Have you seen what those creatures can do?"

"Please!" you shout as you scramble up the wall of debris, waving your arms to attract attention. Many of the freed prisoners turn—willing, at least, to hear what you have to say. "The young and the old, the sick and the injured, you should make your way to safety, but the rest of you, stay. We need your help to retake the city."

"Haven't we been through enough?" a voice cries out from the crowd.

"Where will you go?" you ask. "If Razdor falls, so does Isofar, and soon all of Telios. You won't find freedom outside these walls, just a larger prison. This is the best chance we have to retake our country."

By now, most of the prisoners have already started to ignore your speech, and the crowd makes its way out of the city. But a small number remain behind, ready to fight by your side.

"See?" Yury says. "I knew you should be the one making the speeches!"

"I hardly convinced anyone," you point out. "Barely fifty."

"Fifty more soldiers than we had before," Cephas says. "We should make our way to the Tower District and free the others."

Move the Guards to Occupied Razdor: Seer's Compound. Proceed to page 16, and read Chapter 1:9.

Chapter 1:9 Occupied Razdor: Seer's Compound - Yury

When you near the seer's compound, you stop at the tallest building you can find and order your troops to silently take up positions in the streets.

"Wait here with the troops," you tell Cephas. "Catherine and I will go and get a look at what's going on in the compound." You quickly make your way to the roof and crawl out to the edge, where you are afforded an excellent view of the courtyard below. The seer's army, zealots and acolytes, are assembled in a tight military formation. Most have been corrupted, but they hide their mutated forms beneath hooded cloaks. A hand and an eye of Uvidet shout orders to the soldiers, but you can't make out what they're saying. Sitting next to them, leashed with an iron chain, stands a Tenebris drakondor, a foul creature who interrupts its master's speech occasionally with a high-pitched shriek.

"I think we're outnumbered," you say, stating the obvious. You grasp your speaking stone in hand, pleading for guidance. As if sensing your presence, the eye of Uvidet suddenly glances up in your direction. This time, you can hear his orders quite clearly. "Heretics!" he screams. "Invaders! Kill them!"

The seer's army fans out of the compound and floods the streets below you, while Catherine sounds her horn, rallying your troops to battle.

Both the eye and the hand stay behind and mount the drakondor. The beast flaps its powerful wings and slowly rises into the air, making its way directly towards you.

"Archers!" you shout. "Aim for the drakondor!"

The beast screams in pain as dozens of arrows rise from the street below and bury themselves in its flesh. The drakondor falters in air and comes crashing down on the rooftop next to you. Even as the drakondor flails in its death throes, the eye and hand dismount and charge toward you.

Battle Event

Place a '4 Star - Hand of Uvidet' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Eye of Uvidet' and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +2 ATK, + 2 DEF, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:9 - Victory* below.

Chapter 1:9 - Victory

With the eye and the hand slain, you turn your attention to the battle below, but it seems that your soldiers have the situation well in hand. You watch as your troops send the last of the zealots and acolytes fleeing through the streets.

"I think… we might be winning?" you say.

Catherine nods, a grim determination in her eyes. "Let's end this," she says. "Once and for all."

Move the Guards to Occupied Razdor: Seer's Tower. Proceed to page 17, and read Chapter 1:10.

Chapter 1:10 Occupied Razdor: Seer's Tower - Catherine

The walls echo with the sound of boots clattering up the spiral steps, your troops trailing behind you in a long procession. When you near the top of the tower, your path is suddenly blocked by a mound of corpses. Their skin clings tightly to their bones, as if all the fluid has been drained from their bodies. You recognize their green robes.

"These were zealots," you say. "Something up there is hungry, and it doesn't care if the people it consumes are friend or foe."

"That's good, though, right?" Yury asks. "Maybe if we just leave these Tenebris-monsters alone they'll all kill each other."

"I wish it were that easy," you say. You are not looking forward to meeting whatever awaits you at the top of the tower.

Your troops finally clear a path through the corpses, and you press on. Suddenly, the walls around you begin to shake. A section of the tower above you collapses, raining down enormous stone blocks that pummel your soldiers, and sweep many of them off the steps to their deaths below.

When the dust clears, you see nothing but sky above you. An enormous humanoid figure floats into view, sitting cross-legged as it hovers in the sky, surrounded by a ring of blue fire. You race out onto the roof with your remaining troops and scan the horizon, looking for any more threats. In the distance, you notice something strange – a glowing purple barrier surrounds the Waterfall District. The monster overhead radiates the same purple energy.

Before you have time to process this, the creature shrieks, barreling down towards you. You clutch your speaking stone and call out to the Voice.

Battle Event

Place 'Boss - Razum' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:10 - Victory.*

Chapter 1:10 - Victory

The monster shrieks in pain, thrashing mindlessly in the air. A blue fire starting in its chest quickly spreads to the rest of its body, ripping it apart. Ash and bone rain down on you as your soldiers cheer.

Yury wipes the ash from his face. "When this is over," he says. "I am going to take a very long bath."

With a full view of the city, you glance down at the Waterfall District, and notice that the purple barrier surrounding it has faded slightly, as if the death of the creature has somehow weakened it. Fires have also spread across Razdor, and everywhere you look, troops are clashing against strange, Tenebris monsters.

"Can you make sense of any of this?" Yury asks eagerly.

"Grigory and Alek made it to the second bridge," you explain. "Or, at least, their regiment did. I can't make them out individually."

Yury nods. "You should sound your horn," he insists.

"What? Why?" you ask.

"To give them hope. Morale, remember?"

"I don't even know if they'll be able to hear it over the fighting," you say, but as you place the horn to your lips, your Speaking Stone glows brightly, shining like a beacon from the top of the tower. The note you sound matches its intensity, and you can feel it resonate throughout Razdor.

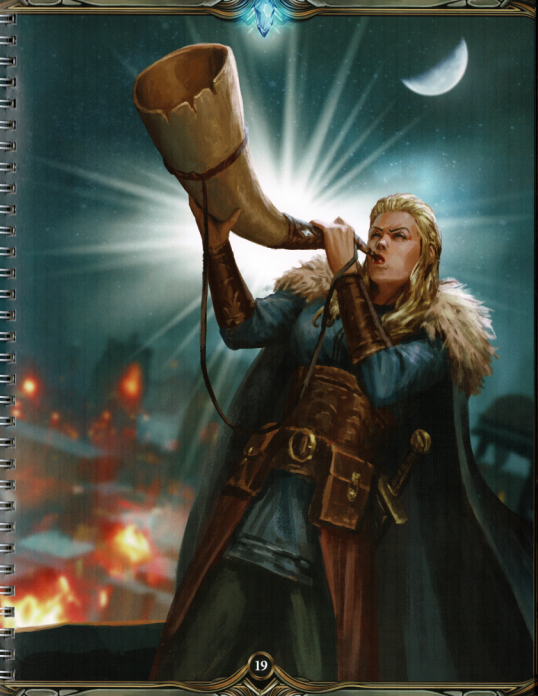
You hope it brings some small comfort to your allies below.

Remove Catherine's and Yury's components from their dashboards, and return them to the supply.

SWITCH TO KHARZIN AND VERA

Any contents from the Fort Istra Stash can be used to equip Kharzin and Vera. Use the 'End of Campaign' information in the Fort Istra and Save Index Book to setup their chip bags.

Place Kharzin/Vera miniature (or bust chips) on Occupied Razdor: Southwest Gate. Proceed to page 20, and read Chapter 1:11.



Chapter 1:11 Occupied Razdor: Southwest Gate - Kharzin

At first, the elite Koros guard known as the Fylakes seem eager to fight at your side, but the closer you get to Razdor, the more grumbling you hear among their ranks. Zenas, the commander of the group, seems irritated that he must take orders from members of the Isofarian Guard, and the soldiers under his command are only too happy to follow his lead.

"They'll bolt," Katiya warns. "I'm telling you. At the first sign of trouble, they will not have our backs."

"You're being paranoid," you assure her. "Koros has as much stake in this war as we do."

"Yeah, but do *they* know that?" Katiya asks.

A large mishmash of Tenebris soldiers has already gathered at the Southwest Gate, awaiting your arrival. There are strange creatures among them: shadowy figures in ragged cloaks that seem to float through the air, wolf-like soldiers who seem more comfortable on all fours, and slender giants with twisted black horns sitting like crowns on top of their heads.

Zenas nudges his clayhorn up next to yours. "We stand ready to offer our assistance once the gate is secure."

Vera's eyes nearly bulge out of her head. "Once the gate is… please tell me you're joking."

"The way I see it, this is an Isofarian conflict," Zenas explains. "The best use of my soldiers is in a supportive capacity."

"We can't take the gate without your help." you state, matter-of-factly. You notice a few of the soldiers within earshot suddenly become very still.

Zenas turns up his nose at this. "If you can't take a simple gate, then perhaps Koros should not have attached itself to such a weak ally."

"Remind me who it was that saved Vouno from complete annihilation!" Vera shouts.

Before Zenas can reply, war drums sound, and the Tenebris army begins marching forward. You notice some of your troops nervously glancing around.

"They are leaving the protection of the walls…" you muse. "This doesn't make sense."

"Their confidence will be their undoing," Katiya smiles.

"Stand firm!" you shout to those around you, raising your spear.

The Isofarian soldiers hold formation even as Zenas withdraws his troops. Finally, the Tenebris army crosses the point of no return.

"Charge!" you shout. You thrust your spear forward, and a massive battle cry rises from your ranks as hundreds of Isofarians charge forward to meet the enemy in battle.

Battle Event

Place a '4 Star - Tenebris Guard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +2 ATK over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to page 21 and read *Chapter 1:11 - Victory*.

Chapter 1:11 - Victory - Kharzin

Though the battle is pitched, you manage to fend off the horde without help from the Fylakes. The Tenebris army seemed to rely on raw fury, rather than any sort of tactics.

Zenas parades his clayhorn through the field of battle, begrudgingly offering you a smile. "See? You shouldn't underestimate yourselves. Your fighting style may lack finesse, but it gets the job done."

Vera looks like she is about to shove one of her arrows down the man's throat. "Finesse? Oh, I'll show you finesse-"

"So we can count on your support?" you ask, interrupting her.

Zenas nods. "If you can bring down the gate, my soldiers will help invade the city. Before nightfall, Razdor will be ours."

You turn back toward the city. You can feel your stone's power surging through you. Vera closes her eyes and concentrates. Together, you focus on the giant wooden doors, willing them to fall off their hinges, but then, unexpectedly, the gate swings open.

"Stand ready!" you shout, and your soldiers prepare for the next wave of Tenebris monsters to pour out onto the battlefield.

To your surprise, Mr. Green passes through the gate, surrounded by members of the underground resistance.

"Thought you could use a hand," he says. When Vera shoots him a dirty look, he adds, "I heard about Fennec. I'm sorry, I didn't know he was a traitor. My only loyalty has always been to the people of Razdor."

"Today, we reclaim Razdor," you say. "We would be honored to fight at your side."

"Kharzin," Vera whispers sharply, "you can't be serious. We can't trust him."

"What choice do we have?" you remind her. "Like it or not, our fate may rest in the hands of people like Mr. Green and Zenas."

Together, your ragtag army makes its way through the gates, passing into the city.

Move the Guards to Occupied Razdor: Slums. Proceed to page 22, and read Chapter 1:12.

Chapter 1:12 Occupied Razdor: Slums - Vera

As you wind your way through the narrow city streets, members of the resistance pour out of their homes to join you. They arm themselves with whatever they can find—bricks, splintered wooden boards, iron chains, and even shards of glass from broken windows.

Zenas stares down at your new allies with derision and disgust. "Are you sure this is wise?" he demands. "An untrained soldier can do more harm than good on the battlefield."

"Maybe you should sit this one out then?" you suggest, taunting him. Kharzin shoots you a stern look, but Zenas merely laughs.

"A sharp tongue cuts deeper than a sword," he says. "I am eager to prove you wrong."

"It looks like you're about to get your chance," Kharzin tells him.

A swarm of Tenebris monsters claw their way through the city streets, crowded so closely together that, for a moment, they take the appearance of a single lump of flesh.

Vera raises her bow, hitting two Tenebris clayhorns right between the eyes. Unfortunately, it doesn't even slow their assault. A tidal wave of enemies soon washes over your ranks.

Battle Event

Place a '4 Star - Dusk Stalker' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Tenebris Clayhorn' and AI deck on an enemy dashboard in slot II of the battlefield. **All enemies have +3 ATK, and +1 DEF over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:12 - Victory*.

Chapter 1:12 - Victory

The alleyways reek of death and sulfur as the corpses of the Tenebris creatures melt into the cobblestone, staining them with thick black puddles of ooze. You scrape your boot against the wall in an attempt to strip off a bit of the Tenebris slime.

"We can't keep taking losses like this," Mr. Green warns, as he surveys the casualties among his resistance fighters. "We should make our way to the smithy. They've been forced to forge weapons around the clock for the enemy. There's a big enough armory there to put a weapon in the hands of every man and woman willing to fight."

Move the Guards to Occupied Razdor: Blacksmith. Proceed to page 23, and read Chapter 1:13.

Chapter 1:13 Occupied Razdor: Blacksmith - Kharzin

As you wind your way through the city's streets, you are constantly under threat of attack. Tenebris soldiers hide in abandoned homes, ambushing your troops as they pass. Corrupted archers rain down arrows from the rooftops and then disappear before you have a chance to mount a counterattack. Dusk Stalkers break through your ranks in packs of twos and threes, killing and maiming as many soldiers as they can before they are finally put down.

"Cowards," Zenas seethes as another volley of arrows rains down from the sky.

"The blacksmith isn't far," Mr. Green assures you.

When you are in sight of it, the ground beneath you starts to shake. Enormous Zhuks, corrupted by Tenebris, burst through the ground beneath you. You hear screams as some of the Fylakes fall into the enormous holes they've punched through the city streets.

Battle Event

Place a '4 Star - Tenebris Zhuk' and AI deck on an enemy dashboard in slot I of the battlefield. **The Tenebris Zhuk has +2 ATK, and +7 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:13 - Victory* below.

Chapter 1:13 - Victory

With the Zhuks defeated, you storm the smithy, forcing the blacksmiths to stop work. Vera nocks an arrow in her bow, pointing it at the master smith's head. "You're officially closed. We'll take over from here."

The man lays down his hammer and raises his arms above his head. "Take all the weapons you want," he says.

"Is that what you told the Circle of Seers?" Vera snaps.

"I don't care about my life," he says, "but please spare my apprentices." He gestures to the other smiths. All of them look scared and exhausted. "What choice did I have?"

"I'm giving you a new choice," you say, handing the blacksmith one of his own swords. "Hide in the back of your shop and wait for all this to blow over, or stand and fight."

"They've taken most of the prisoners to the Guild District," Mr. Green explains. "It's heavily fortified, but I think we've got what we need now to get through their defenses." Mr. Green turns to the blacksmith and smiles. "You've been stockpiling more than just swords it seems."

"Your rebels have weapons," Zenas sneers. "Let's hope they know how to use them."

Move the Guards to Occupied Razdor: Guild District. Proceed to page 24, and read Chapter 1:14.

Chapter 1:14 Occupied Razdor: Guild District - Vera

You advance towards the Guild District with your newly equipped followers in tow, but your progress is halted when you reach an enormous barricade completely encircling the square. You can hear a large crowd on the other side. Then the screaming starts.

"We have to get in there!" you yell. "Maybe there's a weakness somewhere along the wall."

"There's no time to check," Mr. Green says. "Let us handle this." He nods to his resistance fighters. They unload a few barrels of oil from their cart and roll them towards the wall. When they reach it, they cover the barrels with a fine, black powder and then light them with a torch, racing back to join the group as fast as their legs can carry them. To your surprise, the oil barrels explode in a violent eruption of flame and timber.

"That… that was incredible," Zenas admits. "How did you manage it?"

"No time to explain!" Mr. Green says. "We're wasting time."

Charging through the fire and the debris left by the explosion, you make your way into the square. Hundreds of civilians are frantically running in circles as a giant Tenebris monster snatches them up one-by-one. The creature lifts a woman up to its face and inhales. There is a flash of light, and the creature discards the woman's lifeless body and looks for its next victim. Mr. Green is the first in line to defend the civilians, slashing at the monster's grasping fingers with his sword. He manages to wound the creature, but the monster grabs Mr. Green with another one of its many arms. There is a flash of light, and Mr. Green is no more.

A look of intense anger passes over Zenas' face. "For Telios!" he cries, and he charges forward on his Clayhorn, leading his forces into battle.

Battle Event

Place 'Boss - Ruka' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:14 - Victory*.

Chapter 1:14 - Victory

The creature lets out a shriek of pain and falls to the earth, kicking up an enormous plume of dust as it crashes to the ground.

The purple barrier surrounding the Waterfall District suddenly seems to lose a bit of its luster, as if it had weakened slightly. In the distance, you hear the sound of a horn reverberate across Razdor.

Zenas approaches on his Clayhorn. "Mr. Green was a capable ally. I'm sorry for your loss."

"I misjudged him," you admit. "And I misjudged you. I'm sorry."

Zenas nods his head respectfully.

"We should make our way to the Waterfall District," Kharzin reminds you. "The rest of our allies will be converging there."

Remove Kharzin's and Vera's components from their dashboards, and return them to the supply.

SWITCH TO PAVEL AND YANA

Any contents from the Fort Istra Stash can be used to equip Pavel and Yana. Use the 'End of Campaign' information in the Fort Istra and Save Index Book to setup their chip bags.

Place Pavel/Yana miniature (or bust chips) on Occupied Razdor: Waterfall District. Proceed to page 26, and read Chapter 1:15.

Chapter 1:15 Occupied Razdor: Waterfall District - Pavel

"Get down!" Yana shouts, and she pulls you into the darkened alley just as a regiment of corrupted soldiers marches past. You've been able to sneak into the city using Yana's powers of invisibility, but she can only maintain the cloak for so long before she needs to rest and recharge.

"That's the second time we've almost been spotted," you warn. "Maybe you should slow down. Give yourself a longer break."

Yana shakes her head. "We've almost reached the barrier," she insists. "We have to find a way to bring it down."

You join hands, and once again your body appears to vanish into thin air as Yana quietly guides you through the city streets.

Once the force field is within view, you break away, allowing yourself to turn visible. Then you charge forward, hitting the purple barrier as hard as you can with your hammer. It bounces off with such tremendous force that you are thrown backwards into the street.

"That's it?" Yana demands. "That was your plan? Hit the force field as hard as you can with your hammer and hope for the best?"

"I had to try something!" you insist.

The barrier flickers briefly and its color begins to fade, as if it had lost some of its power.

"Wait…" you say. "Did I do that?"

After a few moments, it flickers again.

"I don't think so," Yana says. "Look." She points to the Seer's Tower. It's lit up like a beacon. Suddenly, a horn sounds. The note stirs something within you, reviving your spirits.

"I think the battle is weakening the barrier!" Yana explains excitedly.

"How?" you demand.

"I don't know," she admits. She tries touching it with her hand, but the barrier singes her fingers. "Ouch!"

A thought suddenly occurs to you. "I'm not going to use my hammer against the barrier, I'm going to use my body."

Yana stares at you in disbelief. "What?!"

"You've seen my Stonebound powers," you remind her. "I think that if we step through the barrier, I can shield us from the pain."

Yana nods reluctantly and you again join hands. You close your eyes and step forward, drawing on the power of your stones. At first, the downward pressure is so intense that it feels like pushing through a waterfall—only the "water," in this case, is hot enough to burn your skin. You scream in pain, pushing forward with all your might until you've finally forced your way through to the other side.

The Waterfall District is like something out of a nightmare. The light from the moon is distorted by the barrier, casting everything in a dark shade of purple. Black spores hang in the air, reeking of corruption.

"You've come," a voice echoes through the entire district. Lucian.

The ground beneath you undulates like an ocean wave, rising up and down as if the earth itself were gasping for breath. Buildings collapse, sinking into the ground, as jagged spires of rock burst through the cobblestone streets.

"Yana, stand back!" you shout. You retreat far enough not to be pulled into the earth, as an enormous creature, as big as a mountain, breaks through to the surface.

With a lumbering groan it raises its fists and attempts to bring them crashing down over your head. Yana pulls you back in the nick of time.

Catherine's horn cries out once again, even louder this time. Glancing back, you see that your allies have converged around the Waterfall District, but they are trapped on the other side of the barrier.

"It's up to us," you say. Yana nods. As your stones radiate with power, you lift your hammer and Yana raises her staff.

Proceed to page 27, and continue reading Chapter 1:15.

Chapter 1:15 Occupied Razdor: Waterfall District

Battle Event

Place 'Boss - Lucian - Devourer of Souls' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Chapter 1:15 - Victory* below.

Chapter 1:15 - Victory

As Lucian cries out in pain, the barrier flickers and then finally vanishes, allowing your allies to come to your aid.

"For Telios!" you hear Grigory cry, and his army charges forward.

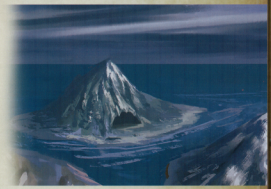
Lucian's body begins breaking apart under the combined onslaught of your entire army. Each blow sends chunks of rocks raining down onto the ground below.

"Take cover!" Alek shouts.

Laughter again fills the courtyard. From the center of the ruined giant, you see Lucian's spirit emerge—his dark, spectral form.

A hot wind sweeps through the Waterfall District, and suddenly all the boulders are sucked back into the air, twisting in wide circles around Lucian's spirit. You feel yourself become weightless. Yana grabs your hand in an attempt to pull you back to the earth, but then she too is wrenched into the air. The others are swept up just as easily, spinning in slow circles, rising and falling as the cyclone gradually increases in intensity. Then, Lucian disappears, replaced by a rift at the center of the storm. The cyclone spins violently before collapsing in on itself. As you are pulled through the portal, the world turns black.

Move ALL Guards to North Island: Cave Opening (see location in image below). Guards can be represented by Guard Bust Chips or miniatures. Proceed to page 28, and read Chapter 1:16.



Chapter 1:16 North Island - Yana

When you open your eyes, you see the other Stonebound gathered around you. Their voices reverberate as if they were speaking to you from the bottom of a dry well.

"Yana," Grigory says. "Yana, are you okay?"

Your head is pounding. It's making it hard to think. Still in a daze, you take Grigory's hand, and he pulls you to your feet. The world seems to spin. You glance down; you're standing on a rocky beach, the waves crashing over your boots. You glance behind you and see the inky black mouth of an enormous cave.

"Where are we?" you ask.

"We're not sure," Catherine admits. Her voice sounds normal. You must be coming to your senses.

"The cave reeks of Tenebris," Kharzin warns. "A great evil must lurk in the caverns below."

"Kharzin is right," a familiar voice calls out. Dunamis appears as if out of thin air, his golden armor shining brightly against the midday sun. "Lucian sleeps at the heart of an ancient network of caverns that run deep beneath Isofar. To uproot the weed of corruption, we must strike at its source. There are only a few openings that lead to the underworld. This cave is one of them."

"But we defeated Lucian," you insist, your voice almost pleading. "We've won. Haven't we?"

Dunamis nods grimly. "Twice he has been defeated, and twice he has cheated death. His spirit fled here, and now he hides beneath the earth, drawing power directly from Telios. Every moment we linger, he grows stronger."

Grigory quickly surveys the troops, staring out into a sea of exhausted faces. Many have suffered injuries and even those who have not are weary from battle. "We will rest here a moment," he insists. "If only to catch our breath."

Dunamis nods solemnly. "The path ahead will be a difficult one, and we will have only what we bring with us. Make certain you are sufficiently prepared."

If ALL Caravan Quests have been completed, proceed to page 161 in the Quests book. If not continue below:

Flip over Map of Isofar. Move all Guards and Dunamis to Underground: Node 1.

END OF CHAPTER 1

FINALE SETUP

In this final Chapter there are special rules to follow.

1. On the next two pages, fill out the 'Finale Guard Setup' information. This will be used to quickly switch between Guards when necessary to avoid long setup times.

2. During the final Chapter of the story the narrative will prompt you to pick two Guards when you reach the 'Battle Phase'. When this happens, you can select any two of the Guards. This includes **Dunamis** as a playable character. When Dunamis is selected, use the stats below. His starting chips can be found on page 30.

Dunamis has the following base stats:

Health (HP): 20
Attack (ATK): 3
Defense (DEF): 2
Action Points (AP): 2

Dunamis has the following equipment when used:

Weapon: Obsidian Sword (10 Star)
Armor: Obsidian Guard (7 Star)

3. All of the contents of the Fort Istra Stash are available to use and equip the Guards (or Dunamis) during this Chapter. When switching Guards for a Battle Phase you're free to use that index (**page 3 of this book**).

4. You may not choose to Retreat from battle at any time during this final Chapter.

5. If a Guard (or Dunamis) falls in battle they cannot be used again until the narrative instructs you otherwise (they stay fallen). Example: You begin a battle using Grigory and Vera and they fall in battle. When you attempt the battle again, two other Guards must be used.

6. If you are victorious in a Battle Phase you can choose to change Guards for the next Battle Phase (you're not locked into the same pair of Guards until they fall). Be sure to record Guard stats when switching. All green chips and negative chips are returned to the supply when switching Guards.

7. If all of the Guards fall in battle during this narrative event, the event must be started from the beginning (Chapter 2:1).

Guards Finale Setup

Fill out the Guards' chip quantities and bonus HP next to each Guard below. Their base stats and chip counts are listed next to each Guard bust. Use their Guard Skill Trees to fill out the other bonus chips for their bags (that have been unlocked), and note any additional HP they have unlocked. Any additional chips and bonuses will be determined by the equipment they are wearing, and the Speaking Stones equipped.

When setting up the Guards for the final chapter, remove all negative chips from their bags, and restore their HP to their current max HP values.

Once information has been entered into this section proceed to page 34 and begin Chapter 2!

Grigory

20 HP
3 ATK
2 DEF
2 AP

3
2

Alek

20 HP
2 ATK
1 DEF
2 AP

2
1

Catherine

20 HP
2 ATK
1 DEF
2 AP

2
1

Yury

20 HP
3 ATK
1 DEF
2 AP

3
1

Guards Finale Setup - Continued

Kharzin

20 HP
3 ATK
2 DEF
2 AP

3 2

Vera

20 HP
2 ATK
1 DEF
2 AP

2 1

Pavel

20 HP
3 ATK
2 DEF
2 AP

3 2

Yana

20 HP
2 ATK
1 DEF
2 AP

2 1

Dunamis

20 HP
3 ATK
2 DEF
2 AP

3 5 5
2 5

The listed bonus chips above on Dunamis are from the 3 Rainbow Obsidian Speaking Stones in his equipment and Stonebound Ability Card - Radiant Lux.

Speaking Stone Cards can be equipped to his open stone slots in his weapon and armor cards to grant additional bonuses.

Underground - Dunamis' Recipes

★☆☆ **Runic Blade**

Materials	Amount
Tenebris Essence	1

Bonuses

★☆☆ **Fate's Symphony**

Materials	Amount
Tenebris Essence	1

Bonuses

★☆☆ **Edges of Insanity**

Materials	Amount
Tenebris Essence	1

Bonuses

★☆☆ **Sentinel of Lux**

Materials	Amount
Tenebris Essence	1

Bonuses

★☆☆ **Starseeker**

Materials	Amount
Tenebris Essence	1

Bonuses

★☆☆ **Watchman's Gavel**

Materials	Amount
Tenebris Essence	1

Bonuses

Underground - Dunamis' Recipes

Prophet's Staff

Materials	Amount
Tenebris Essence	1

Bonuses

Carnelian Guard

Materials	Amount
Tenebris Essence	1

Bonuses

Imperial Coat

Materials	Amount
Tenebris Essence	1

Bonuses

Remnant's Vest

Materials	Amount
Tenebris Essence	1

Bonuses

Marauder's Coat

Materials	Amount
Tenebris Essence	1

Bonuses

Midnight Mail

Materials	Amount
Tenebris Essence	1

Bonuses

Underground - Dunamis' Recipes

Vanguard's Tunic

Materials	Amount
Tenebris Essence	1

Bonuses

The White Wolf

Materials	Amount
Tenebris Essence	1

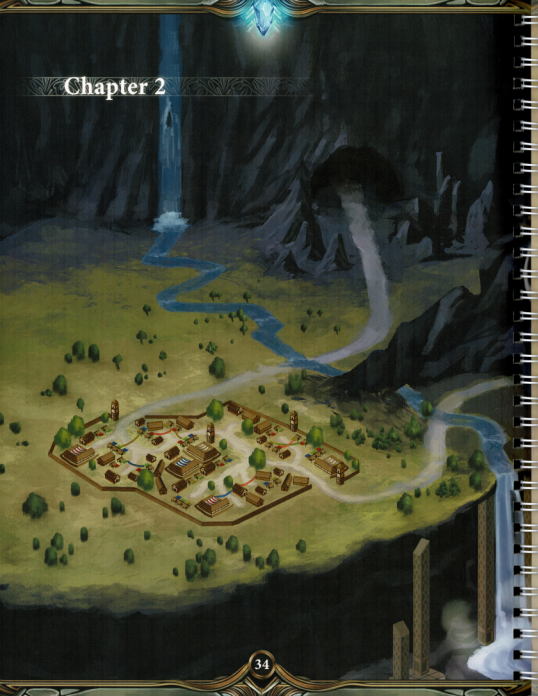
Bonuses

Oracle of Isofar

Materials	Amount
Tenebris Essence	1

Bonuses

Chapter 2



Chapter 2:1 Underground Entrance - Grigory

You glance over at Dunamis standing at the entrance to the cave. Normally, he is silent and unmoving. Now, he rests his hands on his sword and restlessly shifts from side-to-side.

His impatience is understandable, but your troops are exhausted. They are still recovering from the battle of Razdor, and now they are being asked to face an even greater threat.

Wandering around the makeshift camp in the hopes of offering a few words of encouragement, you immediately encounter discord in the ranks.

"If the darkness has fled underground," a soldier from Ryba complains to her companion, "then I say, the ground is where it should remain. Captain Grigory is madder than King Karst if he thinks I'm going down there. We should seal the entrance and be done with it."

The soldier turns, realizing too late that you are standing behind her. Her face flushes red with embarrassment, and she stares down at her boots.

"Captain Grigory, I-I'm sorry—"

"As am I," you insist, cutting her short. "You just liberated Razdor. You should be at home celebrating. Instead, you've been asked to take the fight to the enemy, descending into the depths of Telios with no certainty of return."

At the sound of your voice, your troops gather around you. Though it is not what you intended, it seems they are now expecting you to say something.

"We've already asked so much of you," you admit, addressing everyone. "But the task ahead demands every last ounce of our strength. This enemy is unlike any we've ever faced, and it is no exaggeration to say that the fate of all Telios depends on our actions here. The longer Tenebris is left to fester in the shadows, the more powerful it becomes. I am asking you to follow us into the depths, knowing full well that many of you will never again see the light of day. I do so only because there is no other choice. Without you, Telios as we know it will end."

Your speech is not met with cheers, only murmurs and grumbling—words of both begrudging approval and complaint.

Alek leans over conspiratorially. "That was inspired," he says. "You might have wanted to leave out the near-certain-death bit, but otherwise… really great."

Though morale is still low, your speech seems at least to have given your soldiers cause to think twice about abandoning their mission. In the end, only Zenas and his soldiers ask to return to the mainland.

"I'm sorry," the Fylakes captain informs you. "Honestly, having come this far, it pains me to miss the end of the battle. But we have done our duty. We can do no more without leave from our king."

"Under the circumstances," Vera insists, "I don't think King Ploutos would mind."

"That is not for me to say," Zenas answers stiffly.

"I was once forced to choose between my conscience and my king," you tell him. "Though it pained me, I did what I thought was right—even though it meant accepting exile and dishonor."

Zenas' smile tightens. "Then you and I are not the same," he says. "I would sooner let the world burn than disobey a direct order from my king. But I respect your choice, as I hope you respect mine. Let us part as friends."

You nod. "Good luck on your journey."

As the Fylakes depart, you turn to the others. "It's time."

"You heard the Captain!" Kharzin shouts. "Pack up the tents! Gather whatever supplies you can! Into the depths we go!"

The soldiers break camp, file into the cave, and descend into the darkness below. The path immediately splits into dozens of separate tunnels, but Dunamis leads the way, his golden armor reflecting the light of your lanterns and increasing their radiance tenfold.

At times, the cavern is as wide as the courtyard at Fort Strazh, but then it narrows so that two men can barely stand side-by-side. You soon find yourself trudging through a subterranean lake of pale green water, blue glowworms crawling above you and lighting up the cavernous ceiling like a sea of stars.

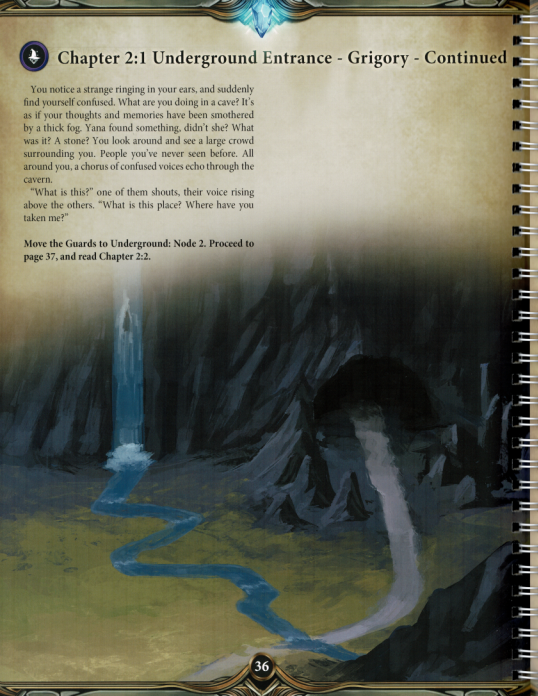
Proceed to page 36, and continue reading Chapter 2:1.

Chapter 2:1 Underground Entrance - Grigory - Continued

You notice a strange ringing in your ears, and suddenly find yourself confused. What are you doing in a cave? It's as if your thoughts and memories have been smothered by a thick fog. Yana found something, didn't she? What was it? A stone? You look around and see a large crowd surrounding you. People you've never seen before. All around you, a chorus of confused voices echo through the cavern.

"What is this?" one of them shouts, their voice rising above the others. "What is this place? Where have you taken me?"

Move the Guards to Underground: Node 2. Proceed to page 37, and read Chapter 2:2.



Chapter 2:2 Mir? - Alek

For a moment, you are lost in darkness. Then, a light appears at the end of a long tunnel. When you reach it, you find yourself just outside Mir. You can't help but smile as the sun beams down on your face.

"Get a move on," a voice grunts beside you. You glance up at the man. He seems familiar, but you can't remember his name.

"There was a tunnel," you explain. "I was… I can't remember what I was doing."

The man's face contorts with a look of disgust. "Are you daft?"

It occurs to you suddenly. "Your name is Kharzin!"

Kharzin shakes his head. "Well, at least you got one thing straight. Do you understand what you're to do here?"

"We're paying a visit to the mayor," you say. "Mir is stockpiling food. Expecting a bad winter. If they buy from our potatoes, we stand to make a small fortune in profit."

"You mean, I stand to make a small fortune," Kharzin corrects you. "You just watch and learn."

You glare at him. Kharzin might be the Broken Plough's Leader now, but he's getting old. And sloppy. There's no reason you shouldn't take over, but you have to wait for the right moment, bide your time. Soon, everything he has will be yours.

Entering the market, you spot Mayor Tabitha examining some fine silk at a local vendor. She is surprised to see you, but she extends her hand, allowing you to kiss her ring.

"More radiant than ever," you say, as you take her hand. Tabitha smiles flirtatiously, and you see a flash of arrogance in the mayor's eyes. She has many admirers—and she knows that you are among them. Though she has no love to offer in return, she is eager to hear others praise her beauty.

"This truly is an unexpected pleasure," she says. "Hardly unexpected, I would hope," Kharzin scoffs. "Did you not receive our messenger?"

"I suppose that is why I am confused," Tabitha admits. "He informed me that the Broken Plough has depleted its reserve of potatoes, and that I would have to look elsewhere. But perhaps you are in Mir on other business?"

Kharzin becomes irritated. "You have been grossly misinformed. The Broken Plough would be only too happy to—"

"Are these men bothering you?" a familiar voice interrupts. You turn, finding Grigory, the leader of the Golden Scythe, staring at you with a smug grin. The sight of him fills you with rage. The Golden Scythe has grown prosperous even as the Broken Plough has struggled to survive. You'd like nothing more than to wipe that smile off his face.

"As I was saying," Tabitha explains. "When we were informed of your lack of inventory, we made arrangements with the Golden Scythe."

Kharzin pushes you aside, poking an accusing finger into Grigory's chest. "You did this! But how? Did you bribe our messenger to bring the mayor false reports?"

"Fool!" Grigory spits back. "Don't blame me for the incompetence of your own men."

Kharzin shoves Grigory, and Grigory falls backward into the mud. He stares down at his silky robes, now ruined, and draws his sword in a fit of rage. As the sunlight reflects off of its steel, an image flashes through your mind. Grigory guides a ragtag army through a burning street. Heroically, he takes on three corrupted soldiers at once, their eyes blazing as fiercely as the flames that surround them. Though savage and merciless in their attack, Grigory cuts through them like butter.

What was that, you wonder. *A memory? A waking dream?*

Coming to your senses, you realize that Grigory has already drawn first blood against Kharzin.

"Wait!" you shout. "This isn't right! Put down your weapons."

The two rivals ignore you, but then you notice something strange: a shadowy creature perched above one of the market stalls, staring down at you curiously with its four glowing red eyes.

"There!" you shout. "*There* is your enemy!"

The creature screams, pouncing on you and tearing at your flesh. Confused, the others rush to your side.

Proceed to page 38, and continue reading Chapter 2:2.

Chapter 2:2 Mir? - Alek - Continued

Battle Event - AMBUSH

Place 'Boss - Envy' and AI deck on an enemy dashboard in slot I of the battlefield. **Envy starts the battle with 2 green AP in addition to base stats.**

Select any two Guards, and setup dashboards. Use any inventory from Fort Istra Stash (pages 4-5 in this book) to equip Guards.

Begin Battle Phase

If defeated: Restart Battle Phase with two other Guards. If all Guards have fallen (0 HP). Restart narrative event starting on page 34.

If victorious: Proceed to *Chapter 2:2 - Victory* below.

Obtain:
2x Tenebris Essence (Enemy Drop)

Chapter 2:2 - Victory

The sun darkens, and gradually the sky itself disappears, revealing a gray, cavernous ceiling. The marketplace of Mir is gone, and your memories slowly return. Kharzin and Grigory stare at each other, aghast that they were, only moments ago, at each other's throats.

You glance up at Dunamis. The golden giant shakes his head. It seems that even he was not immune to the illusion's power.

You stare down at the corpse of your enemy. Its flesh sizzles, melting into the rock. "Who or what was that?" you wonder aloud.

"A manifestation of Tenebris," Dunamis explains. "We will face six more before reaching Lucian for the final battle."

"You don't think maybe you should have mentioned something about this sooner?" you demand.

Dunamis answers your question with silence. You don't press the point, but you wonder what else the giant knows—and what else he is hiding.

You may now choose to craft equipment found on pages 31-33 of this book using the 'Tenebris Essence' obtained from this battle. Once crafted, the weapon or armor cards may be immediately equipped to the Guards.

Move the Guards to Underground: Node 3. Proceed to page 39, and read Chapter 2:3.

Chapter 2:3 Mushroom Cave - Grigory

The path winds its way ever deeper into the earth. At times, the decline is so steep that you slip and skid down the rocky slope, kicking up plumes of dust in your wake. Eventually, the path levels out as you reach a large grotto. Water trickles down the gem-studded walls, and phosphorescent mushrooms bloom from cracks in the rockface, filling the cavern with a soft, glittering light.

"This is as good a place as any to make camp," you say. You hear sighs of relief as the soldiers behind you drop their gear, collapsing against boulders and breaking out whatever provisions they can find in their packs.

"The caverns extend all throughout Telios," Dunamis warns. "We need to ration our food."

"We could forage," Alek suggests. "How about these mushrooms?" He wrinkles his nose and taps one of the fungi cautiously.

"I'm not sure it's safe to eat anything that grows down here," Catherine warns.

You glance around the cavern, watching as your soldiers eat, drink, and tend to their wounds. Yury sits alone atop a large boulder. He holds a hunk of cured meat and hardened bread in his hands, but he seems to have forgotten that they are there. Instead of eating, he stares ponderously up at the glowing stones and mushrooms as if they were stars. Seeing him, you feel a sudden pang of guilt.

"I can avoid it no longer," you whisper to yourself.

When you approach, Yury glances up, smiling weakly. "I used to sleep out under the stars when I was a kid." His expression sours. "Well, not all the time. Just on nights when it wasn't safe to go home."

You take a deep breath. "Yury, I need to tell you something," you say. "Something about Akev… your father."

"Great, what has he done now?"

"I'm- I'm so sorry, Yury. He's dead. He didn't leave us any other choice. If there had been any other way…"

Yury shakes his head. "Thank you for telling me," he says, his voice unnaturally calm, "but you have nothing to apologize for. I'm certain you did what any of us would have done under the circumstances—myself included."

"Your father and I served together for many years. I once counted him as a friend. When I was made captain of the Isofarian Guard, he became distant. Our relationship was strained, but I never thought of him as my enemy. When the corruption took hold, things changed. All that was good and noble about Akev was lost."

Yury snorts. "Tenebris or not, 'good' and 'noble' are not words I would have associated with my father."

"It is understandable for there to be anger," you admit consolingly, "intermixed with your grief."

"No. I've spent my whole life grieving for my father. As far as I'm concerned, he died at the same time as my mother. In a way, I'm relieved…It's finally over."

"Yury?" a voice calls out timidly from behind. You turn to find Yana emerging from the shadows. "I'm sorry, but I couldn't help overhearing. There's something else you should know." Yana struggles to explain. "It may sound fantastic, or even absurd, but Pavel and I saw your father's spirit just before he died. His last words to us were, 'tell Yury I'm sorry.' For whatever it's worth, in his final moments, he felt remorse. More than anything else, he regretted failing you as a father."

Your eyes widen with surprise. "Perhaps there was more humanity left in Akev than I realized. I… I should have done more. I should have tried to save him."

For a long moment, Yury is silent.

"I'd like a moment alone," he finally says.

Yana nods her head and withdraws.

"If you need us, we are here," you tell him. "Now and always."

You catch up to Yana. "You were right to tell him," you insist. "He deserved to hear the truth—in all its complexity."

Proceed to page 40, and continue reading Chapter 2:3.

Chapter 2:3 Mushroom Cave - Grigory - Continued

Yana glances up at you warily. "You like to see the best in people, Captain. I admire that. But with someone like Akev, it's not always so well-deserved."

With that, she takes a seat next to Pavel, and leans her head softly into his shoulder as he attempts to start a fire.

Perhaps she is right, but when you think of Akev, a part of you can't help but remember your former comrade-in-arms, a friend and fellow soldier who fought many battles by your side.

Move the Guards to Underground: Node 4. Proceed to page 41, and read Chapter 2:4.

Chapter 2:4 Pride Hill - Pavel

A radiant light greets you at the end of a long, darkened tunnel. You find yourself stepping onto a grassy field, a clear blue sky overhead.

"It's impossible," Kharzin gasps.

"It's an illusion," Vera reminds him. "Act accordingly."

Atop a green hill, you spot a strange lion crowned with antlers, and with teeth as long as daggers. The lion is surrounded by worshippers wearing white robes and garlands of flowers atop their heads.

"I accept your challenge!" one of them shouts, charging toward the lion with a sword. The lion gracefully dodges every blow before pinning the man to the ground. After toying with his prey for a few moments, the lion tears into his flesh. The other worshippers cheer, throwing flower petals into the air in celebration.

Then, the lion stares down at you. "What about you, young one? Would you accept my challenge? Or are you too much of a coward to face me in single combat?"

You clench your fists. No one has ever called you a "coward" without being made to regret it, and the lion appears a worthy foe. If you defeated him alone, it would be a feat worthy of song. Suddenly, your heart swells with pride.

Just as you are about to step forward, Yana holds you back.

"Pavel, stop! Think!" she hisses. "He's manipulating you!"

"Prove yourself!" the lion thunders. "Unless you are afraid to face me?"

You shake your head. Yana is right. "I have nothing to prove," you say. "Not to you. Not to anyone."

The lion lets out a terrifying, unnatural roar. His worshippers turn on you, brandishing their weapons, and the beast leaps from his hilltop, bounding towards you through the grass.

Battle Event

Place 'Boss - Pride' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Select any two Guards, and setup dashboards. Use any inventory from Fort Istra Stash (pages 4-5 in this book) to equip Guards.

Begin Battle Phase

If defeated: Restart Battle Phase with two other Guards. If all Guards have fallen (0 HP). Restart narrative event starting on page 34.

If victorious: Proceed to *Chapter 2:4 - Victory* below.

Obtain:
2x Tenebris Essence (Enemy Drop)

Chapter 2:4 - Victory

The lion whimpers in defeat, slumping down into the grass. His worshippers fall to their knees, crying out in mourning as they slowly disappear. The grass around you turns brown and the rose petals shrivel and fade. Soon, even the blue sky has vanished, replaced by a cavernous ceiling with sharp stalactites so long that they nearly touch the ground. With horror, you suddenly realize that the "hill" you have been standing on is nothing more than a mound of dead bodies—the armored skeletal remains of some ancient conflict.

"Whoever speaks of the glory of battle has never seen war firsthand," Dunamis says. "Leave the bards to their songs. We fight for survival. We fight because we must."

You make your way through the ancient ruins, but no matter how far you wander, you cannot seem to escape the scent of death.

You may now choose to craft equipment found on pages 31-33 of this book using the 'Tenebris Essence' obtained from this battle. Once crafted, the weapon or armor cards may be immediately equipped to the Guards.

Move the Guards to Underground: Node 5. Proceed to page 43, and read Chapter 2:5.

Chapter 2:5 Ruined Battlefield - Catherine

"I think something crawled up my nose and died," Yury complains nasally, his fingers firmly pinched around his nose.

"It doesn't make any sense," you say. "These corpses are ancient. They shouldn't be producing a smell!"

"Tell *them* that!" Yury says, gesturing wildly to the bones scattered across the cavern.

A creeping violet moss grows on the rocks lining the cavern floor. You suspect that is the odor's true source. Every time you step in it, the moss squirts a thick, purplish ooze, sizzling on the rock and sticking to the bottom of your boots.

You're more curious than disgusted. So far, the caverns have been filled with mysteries. You attempt to keep pace with Dunamis, hoping that the giant will finally be willing to answer some of your questions.

"What is this place?" you ask him, when you finally have the chance. "We've been traveling for days now, and you've told us almost nothing."

"These are the realms of the seven Tenebris Lords. Each is imbued with an aspect of Tenebris. They feed off of human weakness and frailty. They have been manipulating your kind since the beginning."

"Isn't my kind your kind as well? You make it sound like you're not quite human."

Dunamis answers this last statement with silence.

"So we kill the seven Tenebris Lords and defeat Lucian in the final battle," your surmise. "Then what? Evil ceases to exist? Mankind is freed of its baser impulses?"

Dunamis shakes his head. "I suspect you already know the answer to your own question."

"Evil can never truly be destroyed. It's part of our nature."

Dunamis nods. "Tenebris feeds on our hatred and fears. The Lords were corrupted long ago. They were the first to fall, but when they are gone, others will rise to take their place."

"Then what's the point?"

"The point, young one, is that as long as we struggle against the darkness, the light will not be snuffed out in its entirely. It may be hard to see it right now, but there is more to this world than suffering and shadow. There is much that is still worth saving."

You reach a small patch of rocky ground that isn't covered in moss.

"We'll rest here for now!" Grigory shouts.

You hear groans behind you as the troops make camp. The stench is still overwhelming, but at least here your gear won't be at risk of becoming soiled.

Alek pulls an apple from his bag and takes a bite, munching on it loudly.

"Haven't you lost your appetite?" Vera demands.

He raises an eyebrow, confused. "No," he says, his mouth still full of apple. "Why? Isn't anyone else hungry?"

Move the Guards to Underground: Node 6. Proceed to page 44, and read Chapter 2:6.

Chapter 2:6 Hot Springs - Alek

As you continue your journey, the foul stench is gradually replaced by the sweet scent of lavender. The uneven cavern walls give way to smooth marble tile and square columns. Steam drifts up from a series of pools built around natural hot springs. The sound of the warm bubbling water is enticing and, weary from their long journey, many immediately begin washing themselves, cheerfully splashing their arms and faces in the water.

"Be careful!" Grigory warns. "We do not know if it's safe." But most seem not to hear him.

"I sense a great evil here," Dunamis warns, "but the water is pure."

Katiya puts down her gear, strips off her armor, and plunges her legs into one of the pools. Others soon join her.

"A decorum of modesty should be observed," Kharzin warns.

"Oh come off it, Kharzin," Vera snaps. "No one here is in greater need of a bath than you."

The steam provides some privacy as your companions bathe and wash their clothes. For the first time in what feels like forever, you hear laughter and merriment among the rank-and-file.

Heeding Dunamis' warning, however, you try to remain vigilant. You scan the crowd, searching for Tabitha to make certain she is safe.

You spot her next to one of the pools, her legs fully submerged. She's dipped her hair into the water and is slowly wringing it out with her hands. For modesty's sake, you avert your eyes. That's when you hear the woman calling to you.

"Alek."

You follow the sound of her voice, wandering into the shadows of the cavern where the others can't see you. All your cares and concerns seem to have evaporated at the sound of her voice.

You walk up a short flight of stairs and enter the next chamber, where a woman emerges from the shadows. She smiles at you, her wavy blonde hair flowing past her shoulders, and her eyes sparkling with a soft green light. There is something strange about her arms and legs—but your eyes seem incapable of focusing on anything other than the contours of her beautiful face. All thoughts of Tabitha have suddenly fled your mind.

"Alek," the woman repeats. "I've been waiting for you." She holds out her arms, ready for your embrace as her eyes flash red. Even though alarm bells start going off in your head, you find yourself drawn to her. As you step forward, something hard crunches beneath you. You glance down, catching a brief glimpse of skulls and bones, a few of which have been ground to powder beneath your boots.

"Don't turn away from me, my love," the woman demands. You lift your head obediently, meeting her gaze.

"Alek, stop!" a voice cries out from behind you. Tabitha? As if waking from a dream, you become fully conscious of your situation for the first time. The woman who stands before you is a strange beast with the legs of a centipede, her lower half covered in armored scales. She opens her mouth and shrieks, revealing a set of enormous fangs.

The others rush in behind you just as the creature wraps you in its embrace.

Battle Event

Place 'Boss - Lust' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Lust begins the battle with 5 blue cubes (defense). Cubes are removed at the start of Lust's turn as normal.

Select any two Guards, and setup dashboards. Use any inventory from Fort Istra Stash (pages 4-5 in this book) to equip Guards.

Begin Battle Phase

If defeated: Restart Battle Phase with two other Guards. If all Guards have fallen (0 HP). Restart narrative event starting on page 34.

If victorious: Proceed to *Chapter 2:6 - Victory* on page 45.

Obtain: 2x Tenebris Essence (Enemy Drop)

Chapter 2:6 - Victory

The creature hisses, sliding back towards one of the pools. Tabitha charges after it, running it through with her blade just as it enters the water.

She returns to you, her blade still dripping red with blood and her eyes filled with rage.

"I take it you had no choice," she snaps bitterly. "That the creature had you caught in some sort of spell?"

"Tabitha," you say. "Please believe me, I—"

She pulls you forward, surprising you with a kiss. For a moment, you are carried away, completely oblivious to the crowd that has formed around you.

Tabitha suddenly pushes you back, the anger that fueled her sudden burst of passion still evident in her eyes. "Good," she says. "I forgive you."

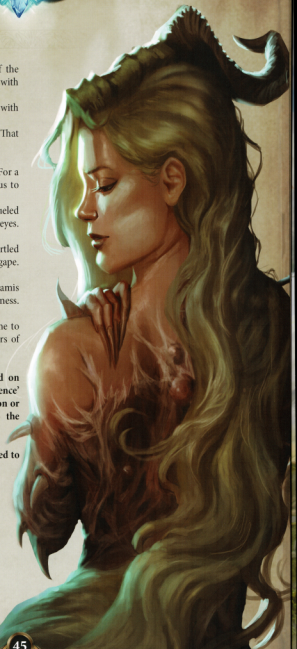
With that, she exits the chamber, leaving you startled and confused. Everyone stares at you, mouths agape. Even Grigory can't help but stifle a laugh.

"Three of the Tenebris Lords have fallen," Dunamis announces, his voice never losing its edge of seriousness. "Four yet remain."

"Let's make camp," Grigory insists. "We need time to treat the wounded. Everyone, try to get a few hours of sleep."

You may now choose to craft equipment found on pages 31-33 of this book using the 'Tenebris Essence' obtained from this battle. Once crafted, the weapon or armor cards may be immediately equipped to the Guards.

Move the Guards to Underground: Node 7. Proceed to page 46, and read Chapter 2:7.



Chapter 2:7 Hot Springs - Kharzin

The Stonebound have gathered around a single pool. You watch as the hot spring forms bubbles that pop and hiss, but so far you have not dipped so much as a toe into the water. Yury and Catherine sit next to you, their legs fully submerged.

"Not getting in, Kharzin?" Yury asks.

"He sleeps in his armor," Vera whispers conspiratorially, "and with his boots still on!"

"You'd all be wise to do the same," you answer gruffly. "Danger lurks around every corner. You should never be caught unprepared."

"Wise words," Alek chimes in.

You glance over at him with a mischievous grin. "So… you and Tabitha?"

All eyes turn toward Alek as his face reddens with embarrassment. "We just got caught up in the moment," he insists. Then, turning to Yury, he says: "Anyway, what about you and Catherine?"

Yury's eyes widen with surprise. "Wait, what? No! How can you say that? She's, well…" Suddenly, Catherine and Yury speak at the same time, their voices overlapping: "We're just friends."

"She's like a sister to me!"

Hearing Catherine's explanation, Yury nods in agreement. "Right, good friends. Anyway, why would you pick on us? What about Pavel and Yana?"

"What about us?" Yana demands, her eyes growing wide with alarm.

"Oh c'mon," Vera laughs. "The two of you are practically joined at the hip."

Pavel and Yana exchange awkward looks. "I mean, we've been friends since childhood," Yana explains.

Catherine raises an eyebrow. "Yes, and…?"

After a long moment of silence, Pavel snaps, "And this is neither the time nor the place for such a conversation."

"Oh wow, they don't even deny it!" Vera laughs. The others quickly join in.

Pavel looks irritated, but Yana smiles at him warmly. "It's okay," she says. "Let them have their fun."

"Just in case anyone has forgotten," you remind them, "Alek still hasn't given us a real answer."

"Where is Tabitha anyway?" Vera demands.

"I thought, under the circumstances, that she might like to be left alone," Alek explains.

"That girl saves your life and then kisses you smack dab on the lips, and you think she wants to be left alone?" Vera demands. "You're not very good at reading signals, are you?"

"I was trying to be a gentleman!"

"You're an idiot," Vera insists.

"Yes," Alek admits. "Okay. Perhaps you're right." He stands up, disappearing into the steamy mists of the hot springs.

Yana rests her head on Pavel's shoulder. He seems self-conscious about such an open expression of affection, but it is clear that he cares for her deeply. You glance behind you, catching a glimpse of Alek and Tabitha standing together in the shadows of the cave and speaking in whispers. The two quietly embrace.

You smile. Even in the darkest of times, people still laugh, sing, and fall in love. It warms your heart to see that some small measure of joy can be found even in a place as vile as this. The enemy may cast a long shadow but, in the end, love always wins.

Move the Guards to Underground: Node 8. Proceed to page 47, and read Chapter 2:8.

Chapter 2:8 Cave of Plenty - Yury

When it's time to go, you find yourself reluctant to leave the hot springs. "Do you think we'll stop here on our way back?" you ask Catherine, but your companion just rolls her eyes.

You follow the long procession of soldiers through a series of dry and dusty tunnels. Your clothes and hair become so filthy with dirt and grime that all evidence of your bath is quickly erased. The cheerfulness you felt only a few hours ago fades like a distant memory.

Though you recently went through more of your provisions than you'd care to admit, you soon find yourself shaking from hunger.

"Are we going to stop soon?" you ask, directing your question to no one in particular.

You notice that many of the people around you have already started taking out food from their packs, munching on stale bread or dried fruit.

"Aren't we supposed to be rationing?" Kharzin asks. But his stomach growls angrily, betraying him.

The gnawing hunger seems to grow by the minute. You find yourself fantasizing about clayhorn steaks and baked potatoes with melted cheese. As if in answer to your daydream, you hear the soldiers ahead of you shouting, "Clayhorn! Clayhorn!"

A clayhorn plows through the ranks, nearly trampling several soldiers as it charges through the tunnel.

"Another illusion," Catherine warns. "It must be. What would a clayhorn be doing all the way down here?"

To your surprise, several of the soldiers tackle it to the ground, driven so mad with hunger that they bite into its flesh like savage dogs.

"Yeah, I… really hope this isn't real," you admit.

The soldiers shove and kick each other in their fight over the clayhorn. You're about to intervene when you hear screams coming from up ahead. You race forward, reaching an enormous cavern where a herd of clayhorn are stampeding.

Hovering over them stands a creature more hideous than any you've ever seen. The monster resembles nothing more than a giant, bulbous mass of sticky red flesh. It opens its mouth so wide that its jaw nearly covers the entire length of its body. After swallowing a few of the clayhorns whole, it scoops up one of the soldiers, dropping it into its mouth and belching even louder than the screams of its victim. Its jaws close, the enormous fangs lining up unevenly, as the soldier continues to cry for help from within.

Battle Event - AMBUSH

Place a '4 Star - Tenebris Clayhorn' on an enemy dashboard in slot I and slot II of the battlefield. (without their AI decks) Place 'Boss - Gluttony' and AI deck on an enemy dashboard in slot III of the battlefield. Place a '3 Star - Clayhorn' on an enemy dashboard in slot IV of the battlefield. (without its AI deck)

Select any two Guards, and setup dashboards. Use any inventory from Fort Istra Stash (pages 4-5 in this book) to equip Guards.

Begin Battle Phase

If defeated: Restart Battle Phase with two other Guards. If all Guards have fallen (0 HP). Restart narrative event starting on page 34.

If victorious: Proceed to *Chapter 2:8 - Victory* on page 48.

Obtain:
2x Tenebris Essence (Enemy Drop)

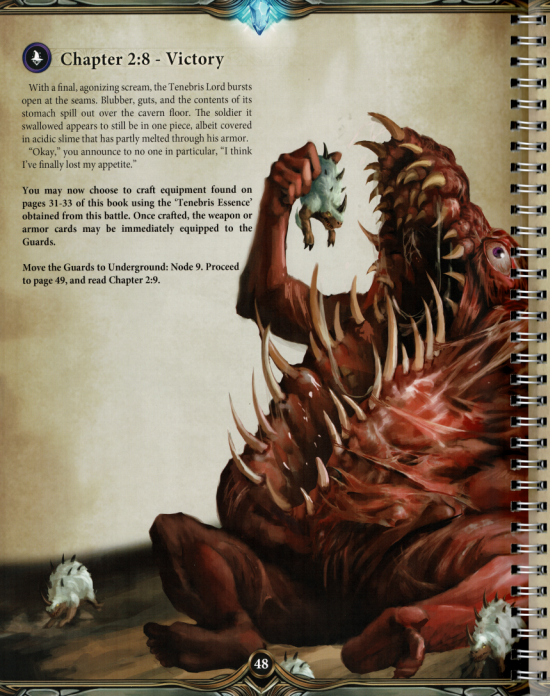
Chapter 2:8 - Victory

With a final, agonizing scream, the Tenebris Lord bursts open at the seams. Blubber, guts, and the contents of its stomach spill out over the cavern floor. The soldier it swallowed appears to still be in one piece, albeit covered in acidic slime that has partly melted through his armor.

"Okay," you announce to no one in particular, "I think I've finally lost my appetite."

You may now choose to craft equipment found on pages 31-33 of this book using the 'Tenebris Essence' obtained from this battle. Once crafted, the weapon or armor cards may be immediately equipped to the Guards.

Move the Guards to Underground: Node 9. Proceed to page 49, and read Chapter 2:9.



Chapter 2:9 Sparkling Pool - Vera

As the path descends ever downward, you soon find yourself knee deep in warm, water. Gems of every color are embedded in cracks within the cavern walls here, reflecting your torchlight and casting a multicolored glow back down over the faces of your companions. Captain Fyodor stares up at the sparkling crystals with greed in his eyes.

"My own ship," he says. "No, my own fleet! All this wealth could do a lot for an old sailor."

"I'd buy a farm," you tell him. "Somewhere out in the middle of nowhere. A place to call my own."

Fyodor shakes his head. "A farm? You could do a lot better than chickens and goats. You could buy a palace!"

"Hey, it's my daydream. I'll spend my imaginary riches however I want."

Captain Fyodor's eyes widen with surprise. "You think it's all just an illusion?" The thought, apparently, had not occurred to him.

As the path veers upward back onto dry land, you find that the ground beneath you is covered in gold coins. The temptation appears to be more than Fyodor is able to bear. He drops to his hands and knees and starts filling his pockets.

"Take nothing," Dunamis warns him. "Not a single coin."

"Says the man with a suit of golden armor," Fyodor sniffs under his breath. Captain Fyodor makes a show of dumping the contents of his pack on the ground. Some stale food, a blanket, and the stolen coins tumble out of his pack, but as soon as Dunamis turns his back, Captain Fyodor hurriedly replaces the coins, leaving the food and blanket on the floor.

"Gold isn't going to fill your belly or keep you warm at night," you warn him, "and Dunamis said—"

"We're heroes, aren't we?" Fyodor demands. "Risking our lives, saving Isofar, so on and so forth. Well then, we deserve a hero's reward." He smiles. "Don't worry, I'll hold onto your share."

Gain 99 Sil (Adjust amount on Sil Dual Dial)

As you continue down the path, you notice two hooded figures ahead, loading a cart with rubies, emeralds, and gold coins.

"A cart!" Fyodor whispers loudly. "Now that would be useful!"

"Shhhh!" you tell him, but the hooded figures seem not to notice. They push the cart forward, disappearing down a tunnel.

"Where are they taking my gold?" Fyodor demands, his left eye twitching strangely. His face has turned a rosy red, and he shivers feverishly.

"There's something wrong with you," you whisper "You need to drop that gold you're carrying."

Captain Fyodor ignores you, running after the hooded figures like a man possessed.

"Fyodor!" you hiss, "Oh, for crying out loud." You follow him into the shadows.

Move the Guards to Underground: Node 10. Proceed to page 50, and read Chapter 2:10.

Chapter 2:10 Realm of Greed - Catherine

From the corner of your eye, you notice Captain Fyodor and Vera wander down a tunnel and disappear into the shadows.

"Something's wrong," you tell Yury.

Yury ignores you. "After we've defeated Lucian, if we come back here, then we can take some of this gold home with us, right? I mean, after the battle is over, I wouldn't see the harm…"

"Yury, this is serious."

"What's the matter?" Kharzin asks.

"Captain Fyodor and Vera are missing," you explain. "They went down a side tunnel.

"Show us," Captain Grigory says.

You guide everyone through the darkened tunnel until it empties out into an enormous cavern filled with unimaginable riches. Marble statues and wrought iron chests filled with treasure stick out amidst an ocean of gold coins. More of the hooded figures walk amongst the treasure, sorting gold into piles, polishing gleaming weapons, or arranging piles of gemstones. At your feet, you notice an ivory horn, intricately decorated with strange but beautiful carvings. You almost reach down to pick it up, but Grigory shakes his head.

"Leave it be," he insists. "Remember Dunamis' warning."

"Why shouldn't it be yours?" an imposing figure asks, his booming voice echoing throughout the cavern. He leans forward, staring down at you from an enormous throne. "Why shouldn't you take what is owed to you?"

You are overwhelmed by a sudden vision. Standing alone on a stage, you peer out onto a sea of faces that stare back at you from the shadows. Your hands, as if of their own volition, begin to strum a harp. The music feels like a song you might have written, but you don't recognize it, and your performance is flawless, beyond anything you had imagined yourself capable of. Staring up at the balcony, you notice the King nod approvingly—King Grigory, surrounded by the other Stonebound, all dressed in lavish clothes and beaming with pride.

"Why shouldn't it be yours?" the figure asks again as you wake from the trance. "After all your struggles, all your sacrifices, isn't this what you deserve?"

His question is met with silence. Like someone who was rudely awakened from a pleasant dream, you find yourself wishing you could return to the world revealed to you in that vision. It is with great difficulty that you are able to hear the Voice calling out to you in the back of your mind.

Pavel is the first to speak out. "We want nothing from you!"

The creature smiles at his defiance. Then, you watch as Fyodor steps forward as if hypnotized, gold coins spilling from his overstuffed pockets.

"I'm afraid one of you has already accepted my offer," the Tenebris Lord announces from his throne. "For that, he will be rewarded."

The rubies and coins filling Fyodor's pockets burst into flames, scorching his flesh as he screams in pain. The Tenebris Lord scoops him up into his hands, staring down at Fyodor the way a child admires a brand-new toy.

Grigory and the others rush to the captain's defense, but the hooded figures block their path.

Battle Event

Place 'Boss - Greed' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Select any two Guards, and setup dashboards. Use any inventory from Fort Istra Stash (pages 4-5 in this book) to equip Guards.

Begin Battle Phase

If defeated: Restart Battle Phase with two other Guards. If all Guards have fallen (0 HP). Restart narrative event starting on page 34.

If victorious: Proceed to *Chapter 2:10 - Victory* on page 51.

Obtain:
2x Tenebris Essence (Enemy Drop)

Chapter 2:10 - Victory

With the giant dethroned, his army of followers and vast treasure horde vanishes, leaving the cavern empty.

Ignoring his own burn scars, Captain Fyodor frantically searches his burnt-out pockets, turning them inside out in a desperate search for even a single gold coin.

Cephas grabs hold of him, healing his wounds.

"You were right," Fyodor admits sheepishly, "it was all an illusion."

"Had the treasure been real," Dunamis warns. "It still would have offered you no comfort. No peace."

"I think what he's trying to say," Vera chimes in, "is that money isn't everything."

"Still, it'd be hard for a man to find a place to sleep or a bite to eat without a coin in his pocket," Fyodor counters.

"Isn't the fellowship you've found here rich enough for you?" Kharzin says.

"Aye," Captain Fyodor admits. "But richer still are rich friends!"

Yury covers his mouth, stifling a laugh while Kharzin just shakes his head.

"All the wealth in the world will mean very little," Grigory warns, "if our mission fails. Next time, follow orders. It may very well mean the difference between life and death."

You may now choose to craft equipment found on pages 31-33 of this book using the 'Tenebris Essence' obtained from this battle. Once crafted, the weapon or armor cards may be immediately equipped to the Guards.

Move the Guards to Underground: Node 11. Proceed to page 52, and read Chapter 2:11.

Chapter 2:11 Realm of Greed - Yana

You make camp near the throne, and warm yourselves by the fire. Catherine is the first to speak.

"When he was trying to tempt us, I had a vision. I stood in front of an audience with a harp. The song was more beautiful than any I'd ever imagined, and I was its source. I wish I could remember the tune, but it's already faded from memory."

"Best not to dwell on it," Kharzin warns.

Catherine shakes her head. "I can't help it," she admits. "It felt so good. So natural. And Grigory was king! How fitting. How richly deserved. I've never thought of myself as someone who cares for fame and fortune, but when the Tenebris Lord said that we were owed more than we'd been given, I couldn't help but concur. If not for myself, then for all of you—you deserve so much more than what we have been forced to endure."

Grigory stares grimly into the fire. His face has turned hard as a stone. "To me, your dream sounds like a nightmare. I have no desire for the crown. I can imagine no worse fate than to carry that burden."

"You might not like it, but I can't imagine anyone I'd rather see sitting on the throne," Yury suggests. "I can think of people a lot less qualified for the job. Just think of Karst and the mess he made of things!"

Uncharacteristically, Grigory's eyes flash with anger and irritation. "If you plan to speak ill of our former king," he growls, "you would be wise not to do so in my presence!"

Yury's head disappears into his neck like a turtle crawling back into its shell, but then Grigory's expression softens. "Forgive me, Yury. I only meant that Karst was not in his right mind. He was under Temnota's spell, and he did not have the Voice to protect him from her influence. I would only ask that you not be so quick to judge him."

"Pavel and I paid a visit to Karst after we heard what happened to you," you tell Grigory. "He had been driven so far into madness that he mistook us for you. He had trouble grasping what we were trying to say, but one thing was clear: he regretted sending you into exile. He was desperate to make Temnota pay for what she had done to him."

Grigory raises an eyebrow at your story but then nods solemnly. "Thank you for telling me this. Alek and I were there when King Karst died. He won his freedom from Temnota when the Voice restored his mind. In the process, he saved our lives."

"In the end, he was Stonebound," Alek adds.

"When I think of King Karst, I think of his sacrifice, his courage," Grigory says. "That is how I would like him to be remembered."

"To King Karst," Yury says, raising his tin cup. The others raise their mugs, drinking in silence.

"Isofar has no king," Kharzin reminds them. "Even if we are successful, there has been so much tragedy. So much death. Our country may never recover."

"One thing at a time," Vera says, shaking her head. "We have enough to worry about as it is."

"Isofar will never recover," Dunamis says, his voice echoing throughout the cavern. All eyes turn toward him. He has been silent up until now, so you are curious what he has to say. "Not until the true king returns."

Without elaborating further, Dunamis stands up, pacing through the cave, lost in his own thoughts.

"It is our duty to end this war," Grigory says. "It will fall to others to rebuild—to clean up the mess we've left behind."

Move the Guards to Underground: Node 12. Proceed to page 53, and read Chapter 2:12.

Chapter 2:12 Fields of Wrath - Kharzin

The path ahead grows thin until you are so constrained that you must turn yourself sideways just to squeeze through the rock. Hot air whips through the narrow passage, whistling against the stone.

"There must be an opening up ahead," Grigory shouts from behind you, but you can barely hear him over the sound of the wind. "Something that leads to the surface."

The tunnel widens, emptying out into an enormous cavern where the sky is visible above —though dark clouds blot out the sun. The hot air spins in circles, kicking up dust from the cavern floor and sending small stones hurtling through the air.

"Prepare yourselves," Dunamis warns. A dozen swords unsheathe behind you. You ready your spear.

A whispering voice is carried by the wind: "Dmitri."

Yury scratches his head. "What was that? Dmitri? Who's Dmitri?" He turns to the soldiers behind him. "Which one of you is Dmitri?"

The whispering voice laughs as the wind gains momentum.

"Dmitri."

Tabitha steps forward anxiously. "My father's name was Dmitri."

You feel a sudden lump in your throat. "I know of a Dmitri. Vera and I witnessed his death."

Tabitha glances back at you suspiciously. "You mean his murder?"

"Yes," you admit. "Tabitha, I'm so sorry. It seems likely that the man we are speaking of is one and the same. I did not realize he was your father."

"You were there?" Tabitha clenches her fists. As she does so, the ground rumbles beneath you, and the cave is briefly illuminated by a bolt of lightning that strikes against a stone, thunder rolling through the cavern.

"Ask them why?" the voice whispers.

"Why were you there?" she demands. "That doesn't make any sense." Three lightning bolts strike in rapid succession, and the ground rumbles with increased intensity.

"Tabitha," Alek says. "Calm down. I'm sure there's a perfectly reasonable explanation."

"Why were you there?" Tabitha asks again, pushing Alek aside. "My father was assassinated. He was handing a glass of water to a farmer in a field and took an arrow to the heart. Why were you there?!"

"Just ask it." Vera demands, irritated by the implied accusation.

"Did you kill my father?" Tabitha asks, through clenched teeth.

"We didn't kill him," you insist, "but we were there with the man who did. He tricked us. He convinced us that your father was a threat."

"Lies!" she shouts back, though the wind has grown so intense you can barely hear her. She runs toward Vera, punching her in the jaw just as the next tremor hits. It knocks both of them to the ground. A crack in the earth opens up beneath them, swallowing them whole.

"Vera!" you shout, racing after them.

In an explosion of fire and rock, a giant bursts through the ground beneath you, letting loose an anguished scream as he pulls himself upward. For a moment, the chains binding his wrists seem to yank him back into the ground, but with a loud "snap" he breaks loose.

You are relieved to see Vera pull herself up out of the dirt, her face bloodied and bruised. You race towards her, dodging the boulders flying around the cavern, and help her to her feet.

"Tabitha is still down there," she cries. "Kharzin, we have to help her!"

Just then, the giant opens its mouth, unleashing its fiery breath and burning a dozen soldiers to a crisp.

You raise your spear, charging forward to attack.

Battle Event

Place 'Boss - Wrath' and AI deck on an enemy dashboard in slot I of the battlefield.

Select any two Guards, and setup dashboards. Use any inventory from Fort Istra Stash (pages 4-5 in this book) to equip Guards.

Begin Battle Phase

If defeated: Restart Battle Phase with two other Guards. If all Guards have fallen (0 HP). Restart narrative event starting on page 34.

If victorious: Proceed to *Chapter 2:12 - Victory* on page 54.

Chapter 2:12 - Victory

Obtain:
2x Tenebris Essence (Enemy Drop)

The giant collapses, kicking up a great plume of dust. The wind immediately dies down and, when the dust settles, you see Tabitha pull herself up from a crack in the earth. You offer her your hand, pulling her to safety.

"Tabitha," you say. "We didn't kill your father. We tried to stop the man who did."

"I believe you," she says. "I'm sorry, I don't know what came over me."

Alek races over, pulling Tabitha into his arms. "If I had lost you—"

"Shhh, don't interrupt," she says, pushing Alek away. "I'm trying to apologize to Kharzin and Vera."

"Your anger is understandable," you insist, "but misdirected."

"Fennec is the name of the man who killed your father," Vera explains. "One of the merchant kings of Koros ordered the assassination, trying to stir up unrest in Isofar. When we tried to question Fennec, he poisoned himself to prevent us from learning the truth."

"Then, if anything, I owe you my thanks," Tabitha says.

"Can I mention how happy I am that you aren't dead yet?" Alek asks.

"Yes," Tabitha says. "Now would be the appropriate time." She grabs his hand, and the two embrace.

You bow your head, walking back toward the others to give the couple some privacy.

"That girl is stronger than she looks," Vera says of Tabitha, her voice filled with grudging respect. "I mean, I could still take her, but still. I'm glad she's on our side."

You may now choose to craft equipment found on pages 31-33 of this book using the 'Tenebris Essence' obtained from this battle. Once crafted, the weapon or armor cards may be immediately equipped to the Guards.

Move the Guards to Underground: Node 13. Proceed to page 55, and read Chapter 2:13.

Chapter 2:13 Sloth Swamp - Pavel

After several days traveling through dark and narrow tunnels, the cavern opens up and you find yourself trudging through a swamp. An invisible path winds its way through the green water, zig-zagging its way through a thicket of dense, impossibly tall trees that block out the sun.

"Another illusion," Yana complains. Something buzzes next to your ear and you soon see Yana slap her neck, revealing a squashed mosquito and a dab of her own blood that pools in the palm of her hand.

"Looks real enough to me," you say, though you know that Yana must be right. No swamp like this could exist underground, but every once in a while, a sliver of sunlight breaks through the trees and you wonder if you've somehow made it back to the surface.

The pace of your group slows to a crawl. The swamp floor consists of thick mud, and moving through it requires great effort. The patches of dry land you find are covered in dense vegetation, and you find yourself tripping over roots and sharp stones.

"Is it time for a break?" Yury begs.

"We stopped only a few hours ago," Catherine reminds him.

"The sun has started to set!" Yury points out, gesturing upward to the fading light.

Catherine shakes her head. "It's not the real sun. It could just as easily be a trick to slow us down."

"Enough," Grigory says. "We are making very little progress. Whether it be night or day, we will camp here until daylight."

Your companions are in a grim mood as they set up camp.

"How many miles did we travel today?" Catherine wonders out loud. "It doesn't seem like many."

Yury yawns. "At this rate, we'll never see the end of this swamp."

Though oppressively hot while the sun was out, the temperature soon drops dramatically, leaving you and your companions shivering. Illusion or not, the wood burns hot enough, and the camp soon has small fires lit throughout.

"We might as well be back in the Frozen Wastes," Catherine complains, her teeth chattering as she rubs her hands together to keep them warm.

Yana turns to her. "In all the excitement, I forgot to tell you. When we traveled to the Frozen Wastes, Pavel and I encountered Maht. It seems that you and Yury made quite an impression. After you left, she received the vision and became Stonebound. She would have come, but she was called by the Voice to remain with her people." Yana smiles warmly, clearly hoping that this small bit of good news will help dispel the gloom that has settled over the camp.

Yury ignores her, and Catherine offers only a weak smile. "That's incredible news," she says. "Thank you for telling us." Then, she shivers, and her smile fades, her attention turning back to the task of keeping warm.

"We should take turns keeping watch," Grigory says. His announcement is met with groans of complaint.

"We will take the first watch," Yana says.

"Thank you," Grigory says. "Alek and I will take the second shift."

Though you can barely keep your eyes open, you nod in agreement. Yana snuggles in close, nuzzling her head into your shoulder as the others make their way to their tents. Kharzin almost immediately begins to snore. Other than that, for a long time, all you can hear are the songs of insects chirping throughout the swamp.

"Yana," you say softly. "We've had little time alone together as of late. It is not easy for me to speak on matters of the heart, but I feel there are some things between us that must finally be addressed." Your words come out more formal and stiff than you had intended, but Yana seems not to notice. In fact, she is already fast asleep.

You feel your own eyelids close, and then pinch yourself as hard as you can, hoping that the pain will revive you. It works for a few seconds, but then a cloud of drowsiness sweeps over you once again. If you close your eyes for just a moment, you tell yourself, you will emerge refreshed. After a few moments, you open your eyes, satisfied that your plan worked, but the drowsiness immediately sets back in. Perhaps if you rest your eyes just a little longer…

Move the Guards to Underground: Node 14. Proceed to page 56, and read Chapter 2:14.

Chapter 2:14 Sloth Swamp - Yury

"Rise," you hear a voice call out. It repeats itself, louder this time. "Rise!" Your eyes flutter open, and you see Dunamis standing on top of an enormous tree stump, yelling to the rest of the camp.

"Just a few more minutes," you mutter, and your eyelids droop closed again.

"Yury," Catherine says, kicking you in the shoulder with the tip of her boot. "Stand up! You've slept longer than anyone!" When you answer with a groan, she splashes you with a fistful of swamp water. You scramble to your feet angrily, only to realize that the sun is nearly halfway across the sky.

"H-how long have we slept?" you demand. It feels like ages, but somehow you feel more exhausted than if you hadn't slept at all.

"I'm sorry," you hear Pavel tell Grigory. "I don't know what happened. One minute I was awake, the next…"

"It isn't your fault," Grigory assures him. "We were all tired."

"That's no excuse!" Pavel insists. "I've failed you."

"It's this place," Alek warns. "It's wearing us down; sapping our will."

With a yawn and a loud groan, you help the other soldiers pack up the camp. Soon, you are again trudging through the swamp.

"This is pointless," you hear Vera complain from behind you. "Do we even know where we are going?"

"Dunamis guides us," Kharzin reminds her, but there is a note of uncertainty in his voice.

"We could be going in circles," you complain. "Every inch of this swamp looks exactly the same!"

"I sense a great evil here," Dunamis warns. "We are very near."

"Didn't he say that a few hours ago?" Catherine whispers.

You can't even muster the strength to reply. With a Tenebris Lord nearby, you know you should be on full alert, but somehow you just don't care - until the water around you begins to vibrate.

A giant hill suddenly rises out of the swamp ahead, sending a wave of putrid water washing over you. You end up floating on your back staring at the sky above.

"Not a hill…" someone mumbles sleepily.

You raise your head and see a giant tortoise staring down at you with a sleepy smile.

"Is this some sort of joke?" you ask. "This is a Tenebris Lord?"

As if in answer, the tortoise lets out a loud yawn, and the swamp is suddenly flooded with a noxious green gas that pours from its mouth. You cough and are temporarily blinded as you wait for the smoke to clear.

You notice Kharzin floating face down next to you in the water. He looks so peaceful. You almost envy him. Maybe if you just closed your eyes..

"No, wait," you say suddenly. "He'll drown!" You attempt to wrap your arms around his neck and pull him up out of the water, but his sheer size makes it a nearly impossible task. "Catherine, help!"

You turn, to see that Catherine is also floating face down in the water. But she and Kharzin are not the only ones—it seems you are one of the few who have not yet succumbed to sleep. Even Dunamis was unable to resist the effects of the gas.

The giant tortoise happily dips his head into the swamp water, emerging with the body of a sleeping soldier that he munches on cheerfully, taking time to savor his meal.

You fish through the swamp, grabbing Catherine's horn and placing it to your lips. Then, you let out a single, watery note. You blow again, harder this time. The tortoise shrieks, irritated by the noise, but your companions begin to rouse.

"Wake up!" you shout. They splash in the water, scrambling to their feet and readying their weapons as the tortoise snatches up another soldier. You charge forward in the hopes of mounting a rescue, hurtling one of your axes straight at the monster's head.

Proceed to page 57, and continue reading.

Chapter 2:14 Sloth Swamp - Yury - Continued

Battle Event

Place 'Boss - Sloth' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Special Rules: Evasion chips are ignored during this battle. Sloth may have up to 10 green AP cubes (instead of 5).

Select any two Guards, and setup dashboards. Use any inventory from Fort Istra Stash (pages 4-5 in this book) to equip Guards.

Begin Battle Phase

If defeated: Restart Battle Phase with two other Guards. If all Guards have fallen (0 HP). Restart narrative event starting on page 34.

If victorious: Proceed to *Chapter 2:14 - Victory* below.

Obtain:
2x Tenebris Essence (Enemy Drop)

Chapter 2:14 - Victory

The wounded tortoise cries out in pain and attempts to retreat back into its shell. It lets out a final belch of noxious gas before pulling its head back into its shell.

"Stand back!" Yana shouts, launching an enormous fireball at the creature. The gas around the tortoise combusts, setting the swamp ablaze, and cooking the Tenebris Lord alive in its own shell.

As the shrieks of the Tenebris Lord fade, so too does the swamp, replaced by an ordinary cavern. A shallow underground river flows beneath your feet. With the swamp gone, your drowsiness disappears. If anything, you feel energized and eager to continue your journey.

"We've wasted too much time here," Grigory says. "We must make haste."

You may now choose to craft equipment found on pages 31-33 of this book using the 'Tenebris Essence' obtained from this battle. Once crafted, the weapon or armor cards may be immediately equipped to the Guards.

Move the Guards to Underground: Node 15. Proceed to page 59, and read Chapter 2:15.

Chapter 2:15 Path of Darkness - Dunamis

Days pass in the darkness. To you, it is an almost imperceptible quantity of time, but you sense your companions growing impatient.

"How much farther?" Alek asks.

"When the darkness is so oppressive that you forget the sun," you say. "When the heat is so intolerable, you fear you might burst into flames… we will be near."

"Great," Vera says. "Can't be long now." She wipes the beads of sweat from her brow, but the droplets almost immediately reform, dripping down into her eyes.

You offer her a sympathetic look. Though you barely feel it, the heat has become oppressive for the others. Magma flows down through cracks in the cavern walls.

Your companions mostly walk in silence. They are tired and hungry, and a foul mood has overtaken them. Yet they soldier on. The more time you spend with these humans, the more respect you have for them. Their lives are impossibly short, yet many of them are wise beyond their years, their senses sharpened by times of great turmoil and suffering. You are in awe of them, every bit as much as they are in awe of you.

"Lucian has grown in power," you warn as they stop to rest. Many have laid out their bedrolls, even though the heat makes it nearly impossible for them to sleep. "We cannot wait much longer."

"How bad can he really be?" Yury asks. "I mean, Pavel and Yana beat him—twice! —all on their own."

"His power grows by the second," you explain. "If he manages to reach full strength, it will be nearly impossible to defeat him."

This last statement seems to sober Yury, and a silence falls over the cavern.

"Could you play something," Kharzin asks Catherine after a while. "To lighten the mood?"

Reluctantly, Catherine picks up her lute, strumming it gently. After a few moments, she begins to sing the first verse:

Rise weary lovers, the day has begun
Dreams fade in the light of the sun.
I'll be your partner,
I'll be your boon…

Catherine's voice drifts off, and the music fades. The darkness seems to swallow any joy that the song might once have offered. Catherine puts down her lute, and Kharzin offers her a weak smile, as if thanking her for the effort.

You can't help but share your companion's melancholy. You've had thousands of years to prepare for this moment. Thousands of years to plan for every contingency, to consider every possible strategy. Yet you feel no closer to being ready to face him.

Vera glances around at her companions. "I just want to say something," she says, her voice cracking. "I never wanted to do this, to be here, but I'm glad, at least, that we're here together. You all have been the closest thing I've ever had to a family, and I'm not ready to lose that. I'm going to fight for what I have, but if I die, at least I'm going to die with the people I love."

Kharzin smiles warmly, placing a hand on her shoulder. The others, unaccustomed to such emotional outbursts from Vera are at first taken aback, but then they quickly join in a chorus of praise.

"We love you, Vera," Yana says.

"It has been an honor to serve at your side," Grigory tells her.

For a moment, the mood lightens, as if some great invisible burden has been lifted, but it is not long before the darkness again takes over and your companions fall silent.

Catherine turns to you. "Who is Lucian?" she asks. "Why is he doing this?"

The question takes you by surprise. There is so much you could tell them about the man you once called "brother." Even now, you can't help but wonder if the young man you once knew exists somewhere beneath centuries of rot and corruption, if a glimmer of goodness can still be found within all that anger and hate.

"He is a great evil that must be destroyed if Telios is to be saved," you tell her. "That is all that matters."

Catherine senses that there is more that you could say, but she does not pursue the matter any further.

"We should all try to get some sleep," Grigory urges. "We will need our strength on the morrow."

Move the Guards to Underground: Node 16. Proceed to page 60, and read Chapter 2:16.

Chapter 2:16 Path of Fire - Grigory

IMPORTANT
Remove all negative chips from the Guards' bags and heal all Guards' HP to their maximum values. All fallen Guards are raised and healed.

As you leap from stone-to-stone over a river of lava, the steam blinds you, and the heat makes you feel lightheaded. You turn back, reaching out your hand to help the others across. Alek collapses against a boulder, desperately pulling out his waterskin and holding it up to his lips. Only a few drops pour out onto his tongue, but he savors them for all that they're worth.

One of the Tumani leaps from rock-to-rock behind you. As you turn, watching him make his way across, he trips and loses his footing, screaming briefly as he falls into the molten river. His death is mercifully quick.

"Not one more," you vow, gritting your teeth. "Not one more soldier dies on my watch."

"That's a promise not even you can make," Alek warns softly.

You continue along the path, entering an enormous chamber. The darkness is so thick here that only your Speaking Stones can penetrate it; your lanterns are useless. Though the heat does not die down, the lava morphs from a glowing red to a purplish-black.

Suddenly, Dunamis' armor bursts with a radiant light, illuminating the entire cavern. An enormous, hideous creature is revealed—even Dunamis seems small by comparison. The skeletal figure wears a crown of sharpened horns. It seems to continuously regrow its flesh, only to burn it off again as it bathes in the lava. The creature shrieks—not from the pain of its burning flesh, but from the bright light that suddenly floods the cavern.

Dunamis steps forward. "Lucian," he says, addressing the creature. "Brother. My heart broke when you turned your back on our King. In the age before the fall we wanted for nothing; shading beneath the sycamore trees, drinking from the pools of Lux. It was paradise. See now what has become of Telios—what your rebellion has wrought. How can you look upon it and not feel ashamed?"

"Did he just call Lucian his 'brother'?" Alek asks, but the group ignores him, their attention focused solely on Dunamis and Lucian.

"You're pathetic," Lucian spits back, his tortured voice roaring like an inferno. "You wait patiently for a king who will never return - a god who cares naught for you, save your obedience. You are too much of a coward to seize control of your own life. I will not bend the knee! I will become my own god!"

He slams his fists against the ground and the rocks beneath you crack, quickly filling with molten hot lava.

Dunamis glances down at you. "Stay back!" he warns. Then, he draws his sword, charging forward to meet Lucian in battle.

You turn to your companions. "We must help him!" you shout. "Channel the power of your Stones!"

Each of the Stonebound closes their eyes in concentration. As your powers flow into Dunamis, the warrior increases in size, and his armor glows ever more radiant. The two giants clash, their movements so quick that all you can see is a blur of shapes and colors at the center of a brilliant white light.

Dunamis' sword clangs against his brother's blackened horns, and the sound reverberates across the cavern. Stones the size of clayhorns rain down and, for a moment, you fear the entire ceiling might collapse.

Then, with a powerful strike, Lucian sends Dunamis' sword flying into the air. It lands not far from you, sliding into a crack between stones. There is a blinding flash of light and, just like that, Dunamis is gone, leaving behind the empty shell of his armor. Its golden luster fades as it is slowly devoured by the molten lava.

"Noo!" you scream in horror. For a moment, your mind is unable to grasp what has just happened. "Dunamis…" Yury gasps.

Kharzin shakes his head. "This can't be how it ends."

Yana echoes this sentiment, taking a step back. "If Dunamis has fallen, what chance do we have?"

Proceed to page 61, and continue reading Chapter 2:16.

Chapter 2:16 Path of Fire - Grigory - Continued

Lucian's eyes turn a dark red, a malicious smile spreading across his lips.

Without thinking, you reach for Dunamis' sword, and pull it from the rock. Though it's heavy, you manage to lift it into the air.

Lucian's laughter echoes through the cavern, and lava strikes the rocky ground at your feet like an ocean wave crashing against the shore.

"It's over," Lucian says. "Bow to me now, and your lives will be spared. My power can be yours. The Stonebound will serve as my new generals, replacements for the fallen Tenebris Lords."

The other Stonebound line up by your side.

"I'll think we'll take a pass, thanks," Vera answers.

"We've come a very long way to kill you," Catherine says. "You're a fool if you think we're going to give up now."

"This time," Pavel warns, "you're going to stay dead."

You smile, emboldened by the courage of your companions. "You have your answer," you shout.

Lucian shrieks with rage, discharging a blast of blackened, fiery breath. You raise Dunamis' sword and charge headlong into battle.

Obtain:
1x Obsidian Sword (Can only be equipped by Grigory)

Battle Event

Place 'Boss - Lucian - Lord of Tenebris' and AI deck on an enemy dashboard in slot I of the battlefield.

Select any two Guards, and setup dashboards. Use any inventory from Fort Istra Stash (pages 4-5 in this book) to equip Guards.

Begin Battle Phase

If defeated: CONTINUE the Battle Phase with two other Guards. Lucian's HP stays the same while switching to new Guards. If all Guards have fallen (0 HP), restart this Battle Event with Guards healed back to maximum HP values and negative chips removed from bags.

If victorious: Proceed to *Chapter 2:16 - Victory*.

Spirit Boss Challenge 'End Game' now unlocked!
C5:5 - Greed
C5:6 - Wrath
C5:1 - Envy
C5:9 - Lucian - Lord of Tenebris

Chapter 2:16 - Victory

Lucian staggers back. The lava surrounding him hardens and cools, locking him into place. He struggles to free himself, but then small beams of light pop out through the pores of his skin. They increase in intensity, until finally, in a blinding flash, his body bursts, breaking apart. The ground beneath you quakes and stones rain down over your heads.

"Run!" you shout.

You exit the chamber just as the cavern collapses behind you.

"Are we all here?" you demand. "Did everyone make it?" You glance around. Though many are wounded, all seem accounted for. All, that is, save one.

"If Dunamis were here," you say to everyone, "he would be proud. You finished what he started. I can think of no better way to honor his legacy."

Proceed to page 63, and read Chapter 2:17.

Chapter 2:17 Ending - Yana

You've long since lost track of the days. When the group pushes itself to the point of exhaustion, you stop and rest. What does it matter if it is midnight or midday this far underground, where no sunlight peaks through the cavern walls?

Without Dunamis to guide you, most have lost hope that you will ever find your way to the surface. And yet, you find yourselves in good spirits, singing songs as you wander through the dark and winding tunnels of the underworld. Lucian is defeated. Isofar is saved. If, as a result, these caverns end up becoming your tomb, so be it. It seems a small price to pay.

It's hard to believe that all of this started the day that you picked up a stone, that something so small could alter the course of your life forever—and even change the world.

In the darkness, Pavel grabs hold of your hand. You walk together for a long moment in silence. Then, you notice a trickle of light beaming down on you from a crack in the wall.

"Pavel, look!"

You race towards it, clearing away the rubble. As you do so, more and more sunlight peaks through. The others join you, frantically pulling back stone-after-stone.

"Yury, come quickly!" Catherine shouts.

"Vera, over here!" Kharzin bellows, grunting as he lifts a stone.

When there is a large enough opening to crawl through, you push your way out into the light of the sun, caring little for the scrapes and bruises you acquire along the way. You find yourself on a cliff overlooking a lush valley.

The others are quick to join you, standing at your side as you stare out into the horizon. It is a long way down from the cliff, with no clear path into the valley, but you feel an enormous sense of relief and gratitude simply to be above ground.

That's when you spot it. The clouds part, revealing a floating city—the same city you saw carried off into the sky in your vision at the Forgotten Tower. Lux. Its majestic walls and towers gleam in the midday sun. You feel drawn to its radiant presence by an almost irresistible force.

"It's happening," Grigory whispers. "He's here."

The king—the one *true* king of Telios—has finally returned.